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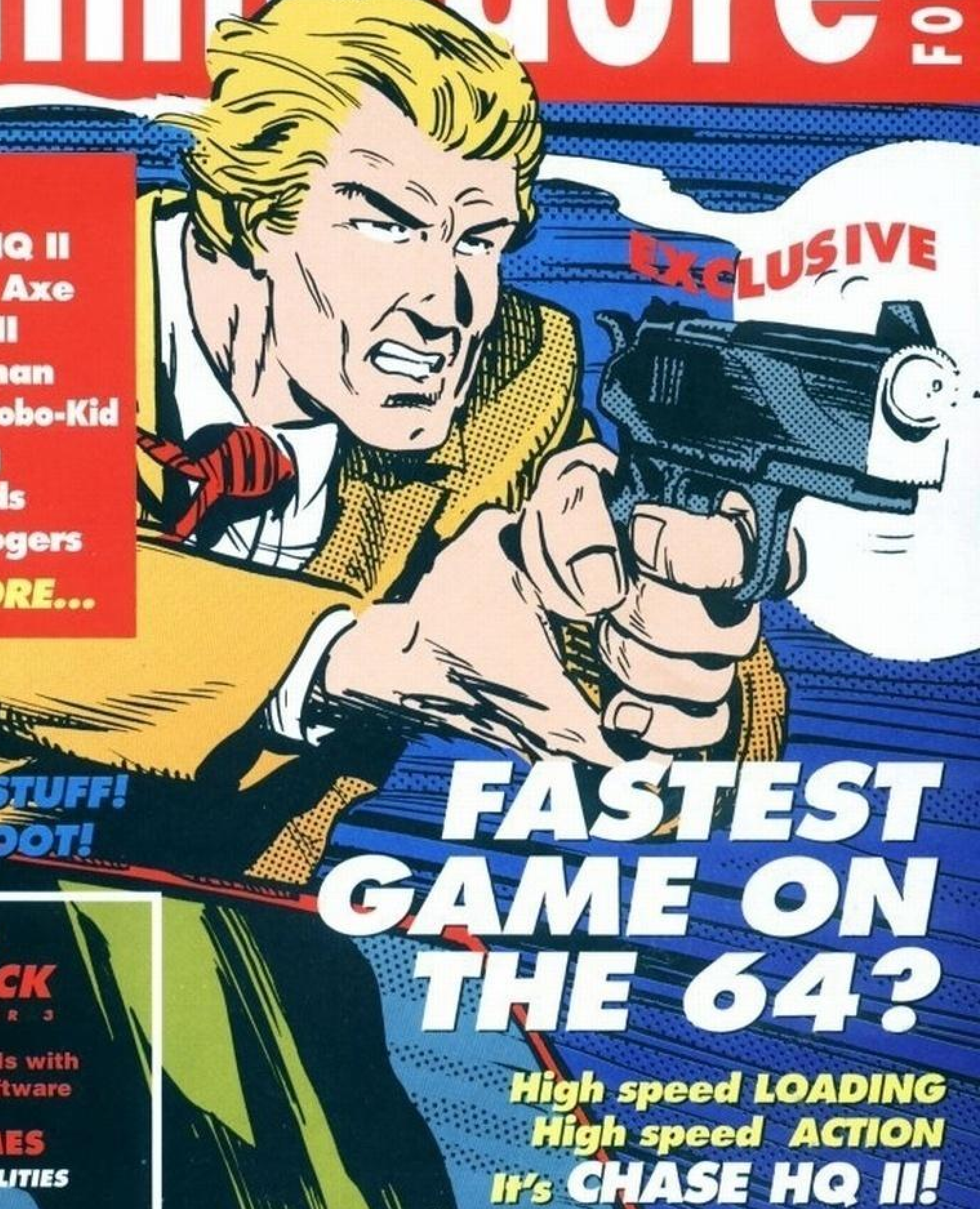

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- Strider II
- Spiderman
- Atomic Robo-Kid
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Full review – page 18

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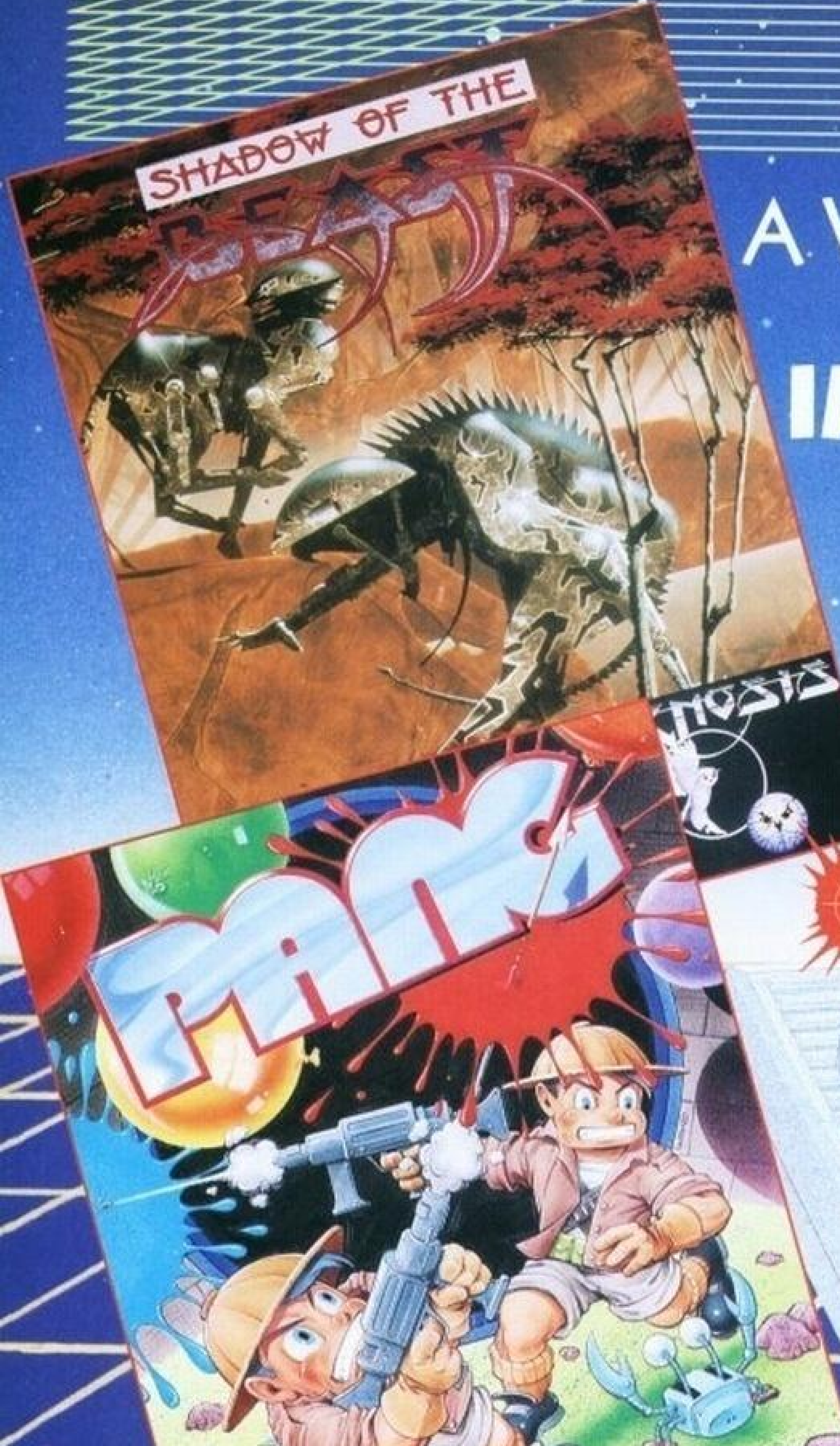
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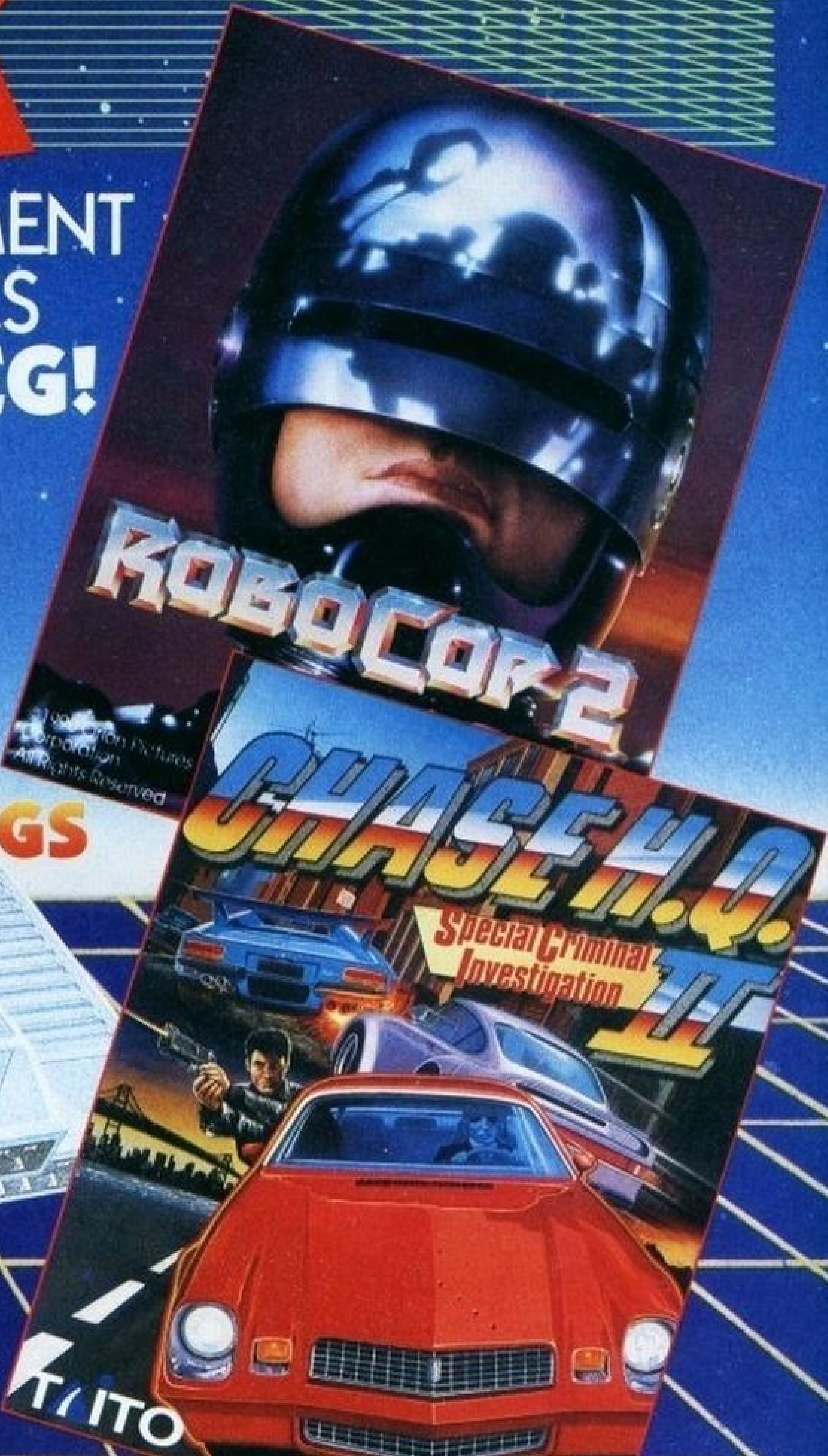
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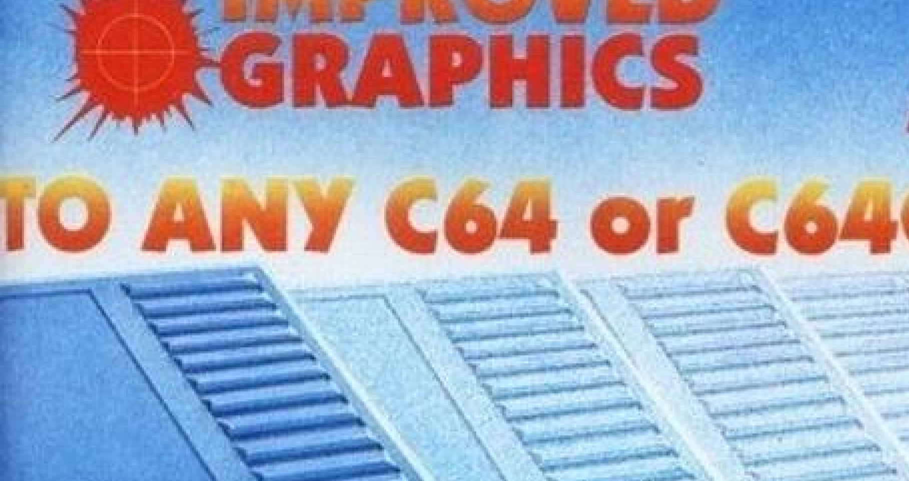

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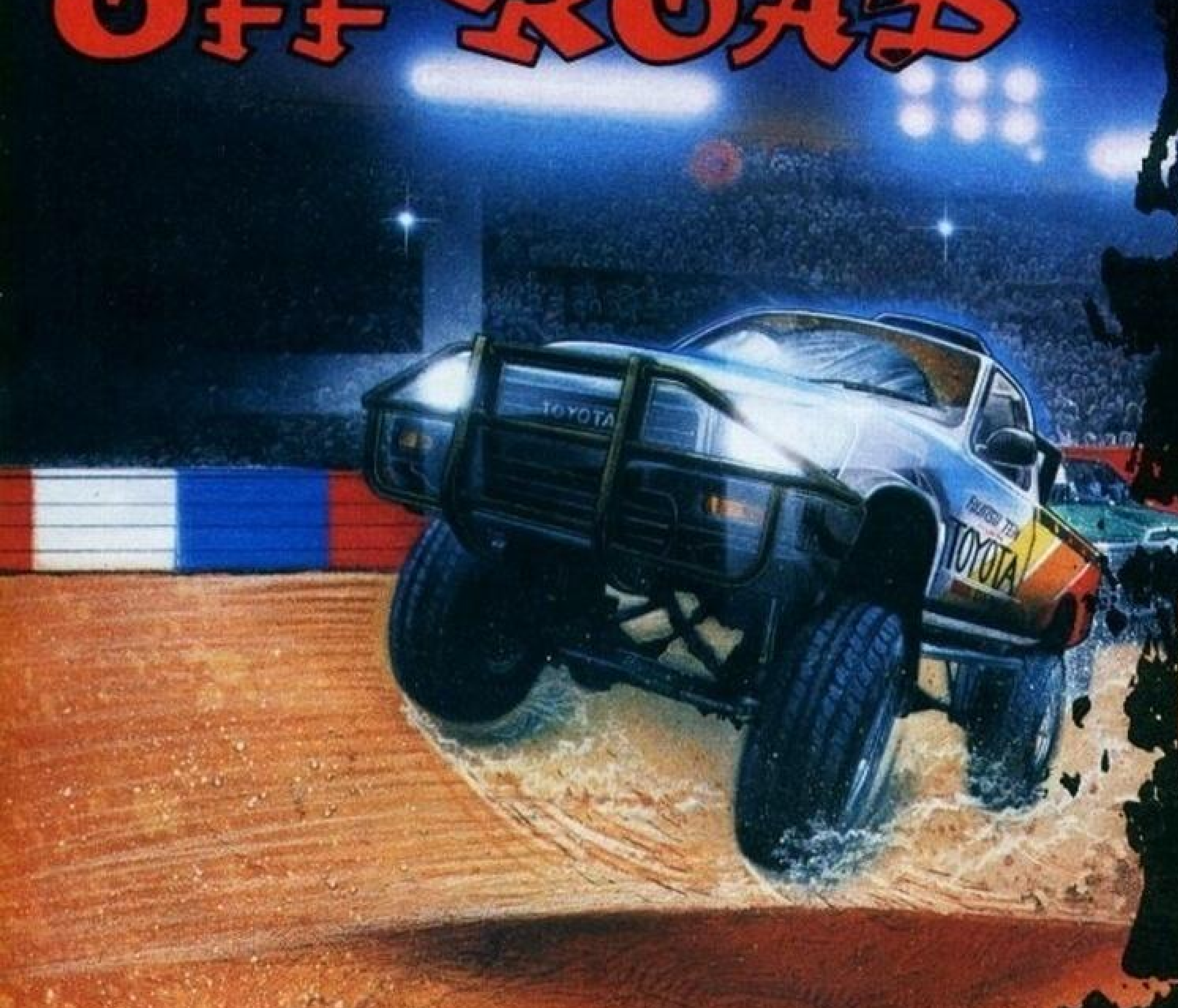

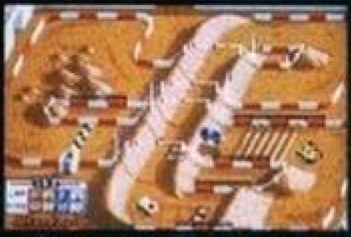
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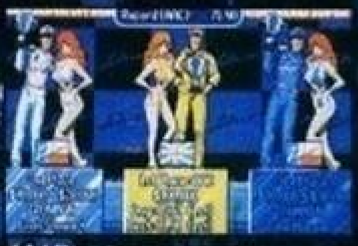
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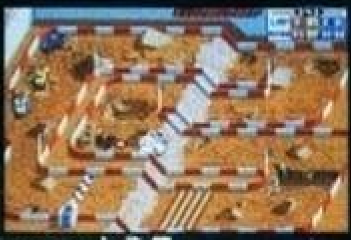
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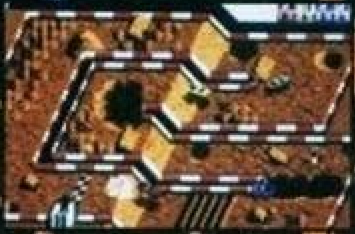
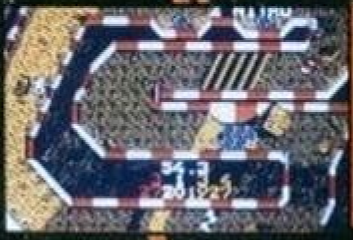

C64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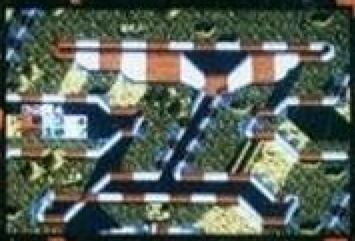
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"Highly recommended" - The One

"Simply the best - and will be for a long while yet."
94% overall - C&VG

"Best overhead racing game on the market and a must for all racing fans." 92% overall - Sinclair User Classic

"A great game full of road wrecking fun."
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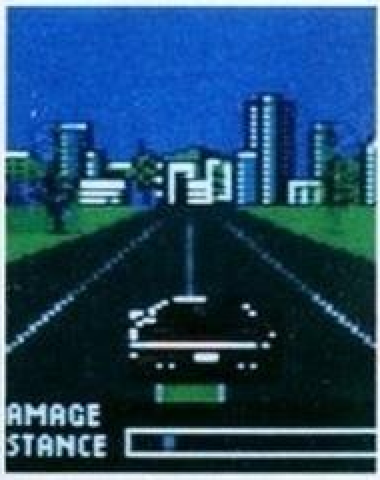
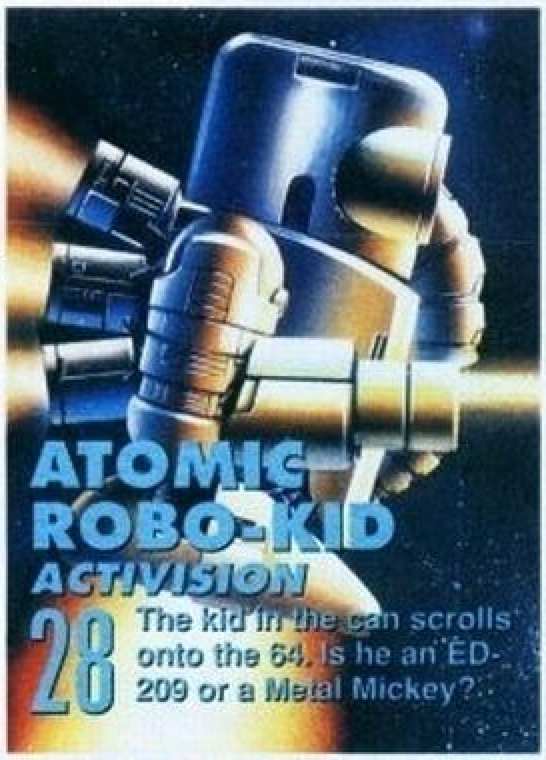


CHASE HQ II

OCEAN

18 So... is it the fastest game on the C64? *CF*'s first cartridge game sure is a fast loader *and* a fast mover. But is it any good?



ATOMIC ROBO-KID

ACTIVISION

28 The kid in the can scrolls onto the 64. Is he an ED-209 or a Metal Mickey?

SPIDERMAN

EMPIRE

32 The wall-walking web-slinger weaves his wonders on the C64. You've played the demo, now read the review!

STRIDER II

70 **US GOLD**

The long-awaited sequel hits town. Strider's latest secrets revealed in a **CF EXCLUSIVE!**

BUCK ROGERS

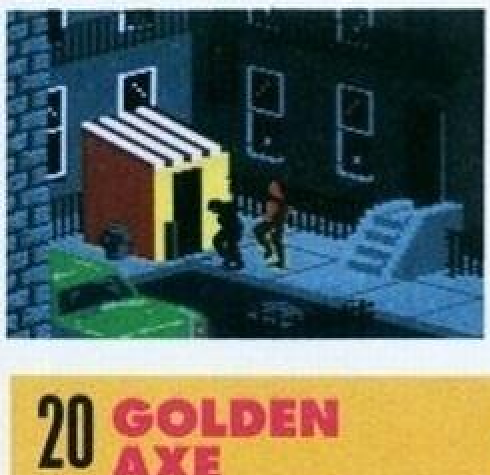
84 **US GOLD**

Launch into Gold's stunning role playing game and battle the entire RAM Corporation to try and save the Earth!

CONSOLE COMPATIBLE
CART GAME
Console owners – look out for this!

NINJA RE-MIX

SYSTEM 3



80 *The Last Ninja 2* bounces back with new graphics, new sounds and a stonking new intro sequence. If you've never heard of it before, this one's for you!

PLUS

20 **GOLDEN AXE**
VIRGIN
The classic coin-op shrunk to fit the C64. We take a swipe at the slice 'n' dice action and come up smelling of ogres

30 **TWINWORLD**
UBI SOFT
This neat arcade adventure sneaked quietly into the office, but caused quite a stir when it got there...

76 **THE CURSE OF RA**
RAINBOW ARTS
Puzzle time again, with a serious Egyptian brain-strainer from the depths of Germany

87 **PLOTTING**
OCEAN
A bouncy potato, rebounding blocks and a vicious puzzle streak feature in Ocean's new cartridge-only game. And the plotting has only begun...

90 **B.A.T.**
UBI SOFT
Enter the Bureau of Astral Troubleshooters in this Cyberpunk-style graphic adventure. Nice work if you can get it – but watch out for a bad case of slipped disks...

92 **BADLANDS**
DOMARK
Missiles and motors with wheels of... er... rubber. The Tengen coin-op screeches in with all guns blazin'!

3

CF SPECIALS

48 **CF COMP 1**
Keep Up With The Joneses by making off with an Indy Jones poster signed by George Lucas!

64 **BUNDLES OF JOY!**
Andy D checks out the compilations coming your way for Christmas

73 **CF COMP 2**
Worry A Webslinger and win a years' Marvel comics and some Spiderman goodies!

74 **VIDCOM VISIONS**
Andrew Roberts shines a guiding light over the amazing budget art package – which you'll find on this month's tape!

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CF delivers, so get it delivered!

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Head-to-Head – with cheese?

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New titles heading your way

DECEMBER 1990 3

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PRINTERS Redwood Press Ltd, Wiltshire
NEWS TRADE DISTRIBUTION UK & World Wide MMC Ltd. Tel: 0483 211222

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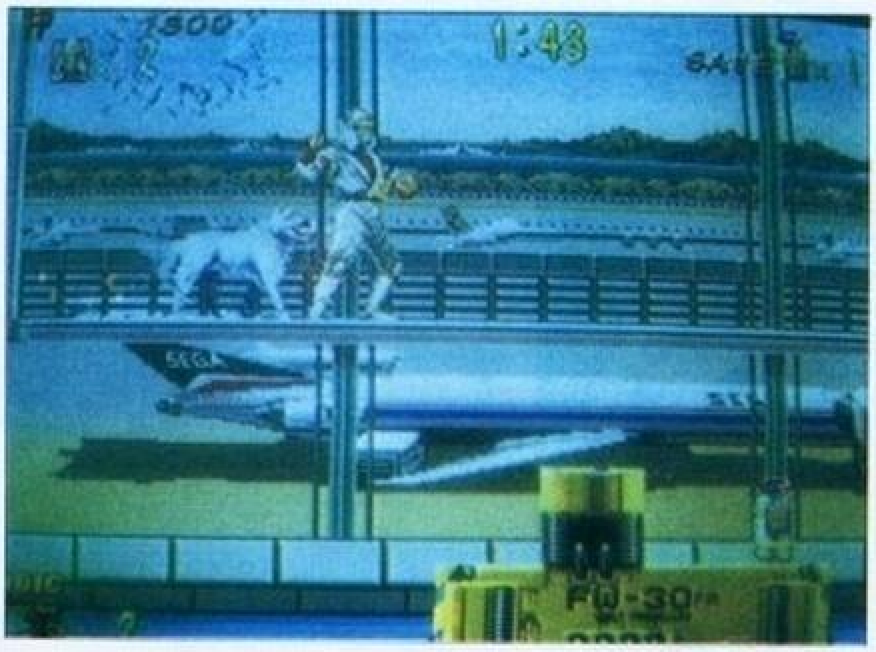
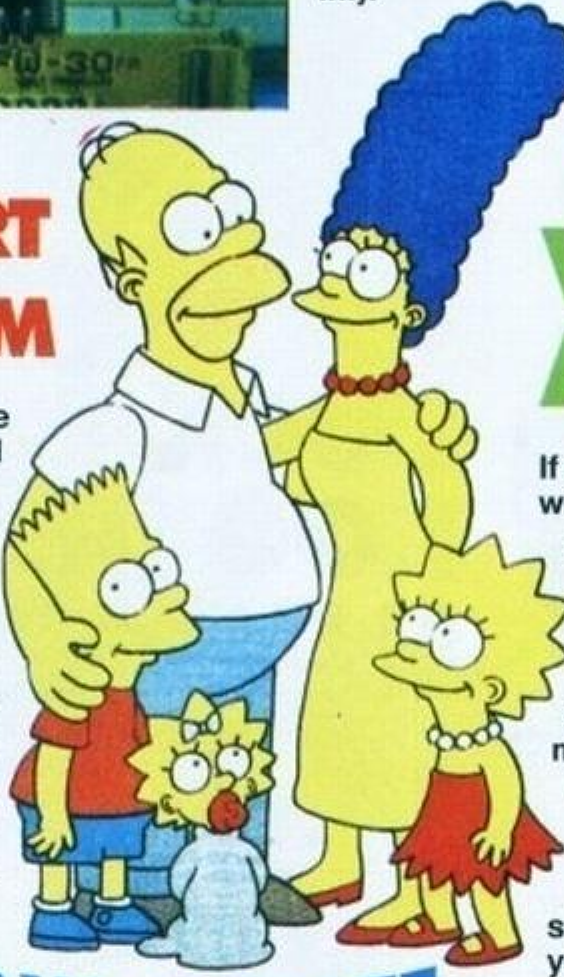


Here's a nice piccy from the Sega coin-op *Shadow Dancer* – which is something of a 'one *Shinobi* and his dog'. And why are we telling you? Well, US Gold are doing the 64 version, that's why.

NOW, A SHORT (EATING) ITEM



America's cult cartoon The Simpsons is going to be turned into a computer game by Ocean. The Mancunian licence mongers have snapped up a deal on the show, made famous by quotes like, 'Eat my shorts, man,' and the fact that the entire Simpsons family are – well – look at the picture...

Currently, the only way to watch the antics of this unusual lot is to grab a Sky TV satellite dish but by the middle of next year all you'll need is your Commodore.

SHOPPER SHOW UPDATE

Last month we mentioned the Computer Shopper Show 1990 which runs from December 6-9th at the Wembley Conference Centre and we told you how much it would have to offer for C64 users. Well, the organizers (God bless 'em) have decided to let us print this voucher, worth up to £4 off a family ticket to the show! Cut it out quick – before Roger Frames finds it.

COMPUTER SHOPPER SHOW '90
Wembley, London • 6-9 December

Only one voucher per person

Photocopies not valid

50p OFF

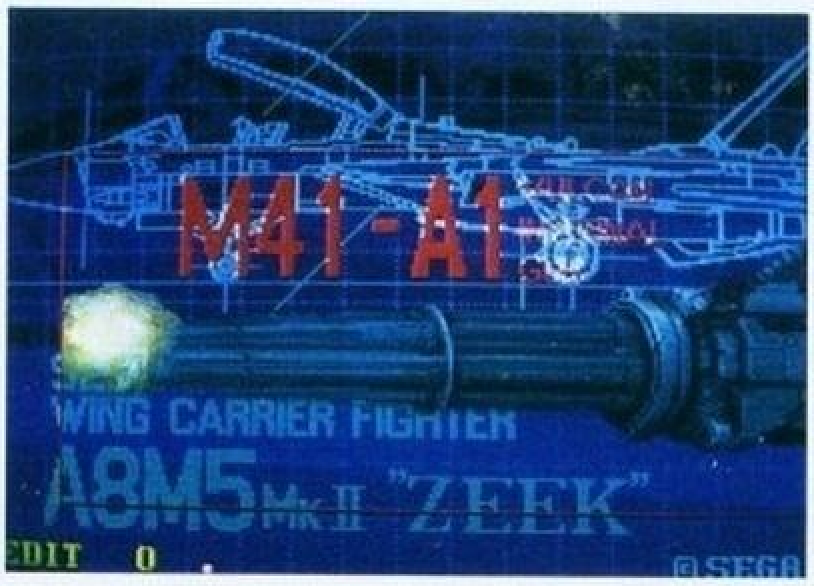
Or alternatively worth £4 off a family ticket
Thursday 10am – 6pm, Friday 10am – 6pm
Saturday 9am – 6pm, Sunday 10am – 5pm

WIC-WAC ATTACK!

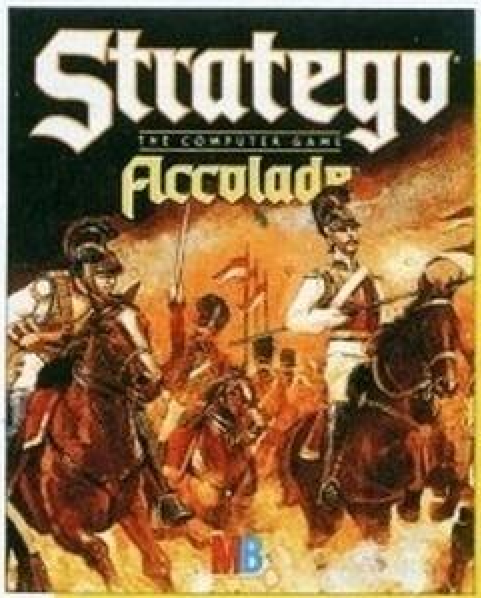
If you've been waiting for the moment when you can get your mits on one of Commodore's stunning C64GS consoles, hold your breath no longer. There out there in the high street as you read this. Dixons are stocking the console and, in an unusual move for the hi-tech retailers, they'll be stocking cartridge software for the machine as it becomes available.

The first cartridge games to be released since *International Soccer*, six years ago, is here. You can read the reviews of *Chase HQ II* and *Plotting* (both from Ocean) on pages 18, 19 and 87 of this issue. And start looking for our new cartridge logo, which will tell you at a glance if a new game is console compatible.

CONSOLE COMPATIBLE
Yum Yum!
CART GAME



US Gold continues its Sega licensing deal with the stunning aerial dogfighter, *G-LOC* (Loss of Consciousness due to Gravity). This lil' beauty out-*After Burners After Burner* and should make a nice case of Guns 'n' Foes-ies (groan)



A HOUSEHOLD GAME

It's funny isn't it? (*Wot? – Ed*) Well maybe it isn't. But one of the biggest selling board games ever is about waging war on a massive scale – and now it's coming to the C64. Milton Bradley's *Stratego* game will be released early in 1991 for £16.99 on disk or £9.99 cassette. One player takes on the computer in a game of 'capture the flag' using special pieces like spies and bombs. A campaign of up to five games can be played on the computer version and there are custom boards, sound effects and three versions of the battlefield. This item will receive reinforcements soon. Hold the line until then.

Keep your mouse and 'stick plugged in at all times with Meedmore's handy gadget!

TIME FOR A NEW JOYSTICK?

Spectravideo, who've been making joysticks almost since the dawn of time, have just released The Mega Board. It consists, primarily, of a joystick. But in addition to that it contains two stopwatches which can count both down as well as up. The idea behind this is that two players can accurately compare how well they do in a given time limit (rather like players running The Gauntlet) or a single player can try to beat his best times. Not content with that, Spectravideo have also incorporated a slow motion function to make games more difficult and variable-speed auto-fire.

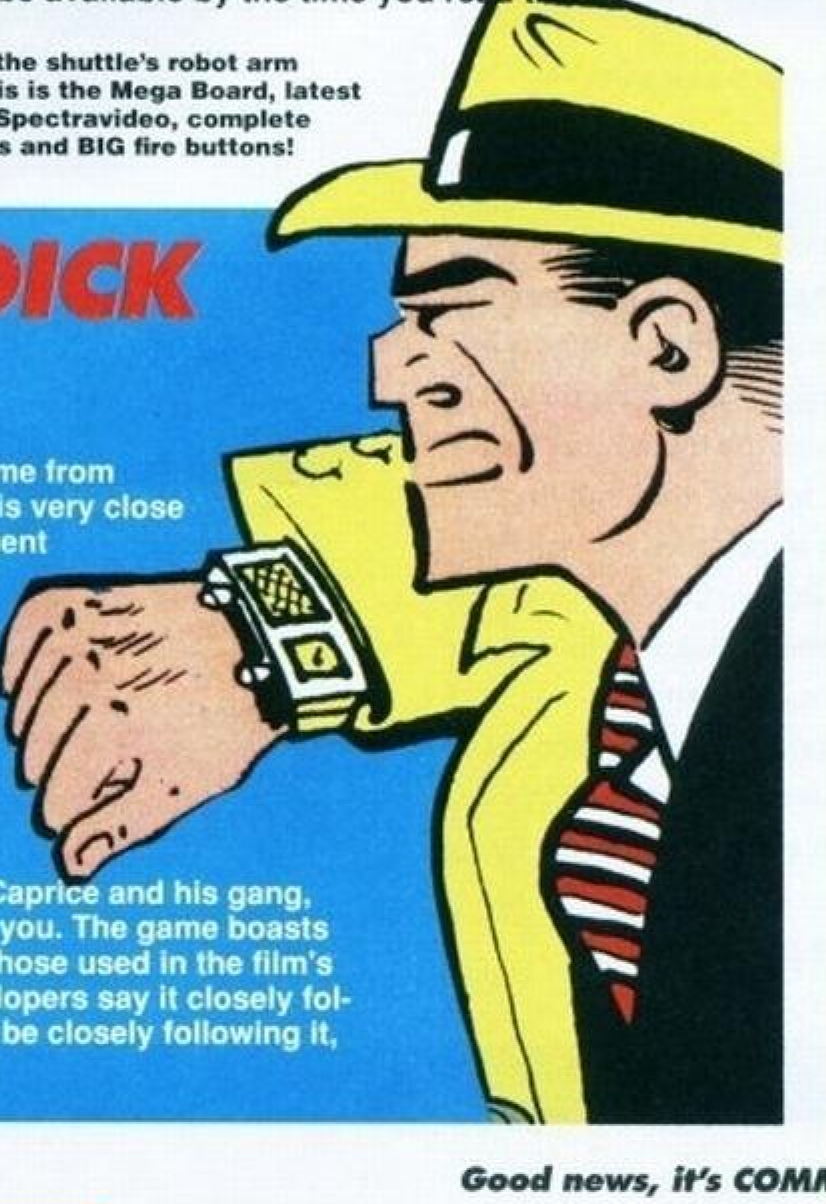
If all this makes it sound like a prop from Star Trek The Next Generation, take a look at the one we've got picture here. The Mega Board costs £24.95 and should be available by the time you read this.

No, it's not the shuttle's robot arm controller, this is the Mega Board, latest joystick from Spectravideo, complete with LCD timers and BIG fire buttons!

DOING DICK TRACY

The long awaited *Dick Tracy* game from Disney's new software division is very close to being released by Entertainment International. We've being seeing mouth-watering advertisements for a few months but now some details about the game itself are available.

You play the part of the ace investigator in a smooth scrolling arcade adventure as he tries to track down Big Boy Caprice and his gang, the mob who have sworn to kill you. The game boasts 60 levels with colours close to those used in the film's 'comic book' style and the developers say it closely follows the cinema scenario. We'll be closely following it, rest assured.



SNIPPETS

QUICK PLUG

The Stickshift plugs into the 64 joystick port and allows you to have both a mouse and joystick connected at the same time. By clicking on the mouse or the joystick, you tell the Stickshift which one you want to use. An LED on the interface confirms your choice by lighting up and you're on your way.

Meedmore Ltd are on 051 521 2202

CALLING ALL THE TECH HEADS

Developers take note of this new package from ZigZak software for the C64. Called *C-term*, the package was originally intended to be used for comms, but the developers have gone the whole hog and made a brand new full scale operating system which is much more versatile than the standard one. Check out a future Inside Info for a review.

TAKE 3

With all the new cartridges about to come out, it might be time to think about a Datel Electronics three-way motherboard (just what you were thinking, right?) for your 64. Assuming you had three cart-based games bundles (like the one that comes with the C64GS, you could make up to 12 games available at the press of a button because the motherboard sits in the cartridge port of a C64 and provides three sockets of its own. Hmmm, yum.

TAKEAWAY TEN THOUSAND

Commodore Australia has just made the largest single sale of personal computers ever. It's sold ten thousand Commodore 64s to the Chinese government. Maybe it's about time to start distributing *Commodore Format* to China!

CHECK OUT THE COMPETITION

It's only taken us three issues to finally lose our marbles completely (and I said it would take at least until someone tried to use the word thlurbble in the news pages). You want five years' worth of Marvel comics (you choose 'em)? Fine. Turn to page 73. You want George Lucas's autograph on one of his film posters? Yes, *the* George Lucas. Just slaver your way in the direction of page 48. You want to see if you've won any of our previous competitions? Oh, all right then. We've hidden the winners on page 62.

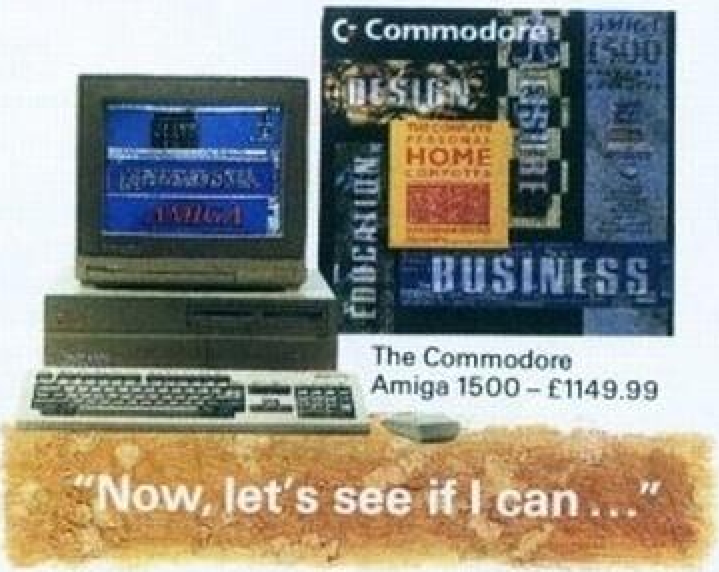
This Christmas, there's a little bit of Commodore in all of us.

Excitement, adventure, daring, call it what you will. The fact remains there's a little bit of it in all of us. That's why you should give a Commodore computer some serious thought this Christmas.

Take the new Amiga 1500. This powerful home computer gives you the ultimate in family entertainment. Screen images that will literally blow your mind and an impressive collection of leisure software . . . Battle Chess, Populous, Sim City and Their Finest Hour, the incredibly realistic Battle of Britain simulation.

Then, in an instant, it can switch to a serious business machine with Platinum Works, everything you need to work from home. Or to your own design/animation studio with Deluxe Paint III. The Amiga 1500 comes complete with 1 full Megabyte of RAM, keyboard, colour monitor and two built-in disk drives for only £1149.99.

Of course, the Amiga 500, recently awarded European Computer of the Year, is still the most coveted computer for kids of all ages. The Amiga 500 takes you into a fantastic world of graphics, animation and sound. It has the power to educate, entertain, inspire and stretch the imagination like no other.



The Commodore Amiga 1500 – £1149.99

This year, look out for our 'Class of the 90's – First Steps' pack with 512Kb of RAM Expansion and a whole range of educational software; Deluxe Paint II, Pro Write 2.5, Infofile, Music Mouse, Let's Spell at Home, Amiga Logo with Talking Turtle and BBC Emulator. 'Class of

Class of the 90's
First Steps
Commodore
S·C·R·E·E·N·G·E·M·S
AMIGA 500

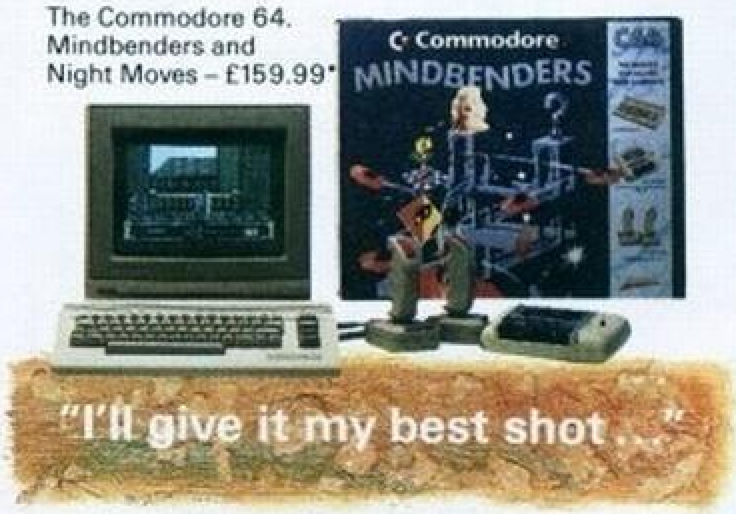
The Commodore Amiga 500.
Screen Gems – £399.99*
First Steps – £599.99*

"Yes, I'm learning fast . . ."

the 90's' includes 10 free diskettes, mouse mat and introductory video. At just £599.99 it's a small price to help any child throughout their academic life.

And when class is over, there's our new Amiga 500 'Screen Gems' pack which includes Deluxe Paint II and four new challenges, each based on a blockbuster movie; Back to the Future II, Nightbreed, Shadow of the Beast II and the devastating Days of Thunder for only £399.99.

On the subject of fun and games, we present a totally new double pack for the C64, undoubtedly the world's favourite games computer. If brain-stretching tasks are your forte, choose 'Mindbenders' with Confuzion, Split Personalities and Trivial Pursuits. Or if it's pure escapism you prefer, there's 'Night Moves' with the compelling Midnight Resistance, Nightbreed, Secret Agency Sly Spy and Shadow Warriors. The C64 computer comes with data cassette and two joysticks and is outstanding value at £159.99.


The Commodore 64.
Mindbenders and
Night Moves – £159.99*

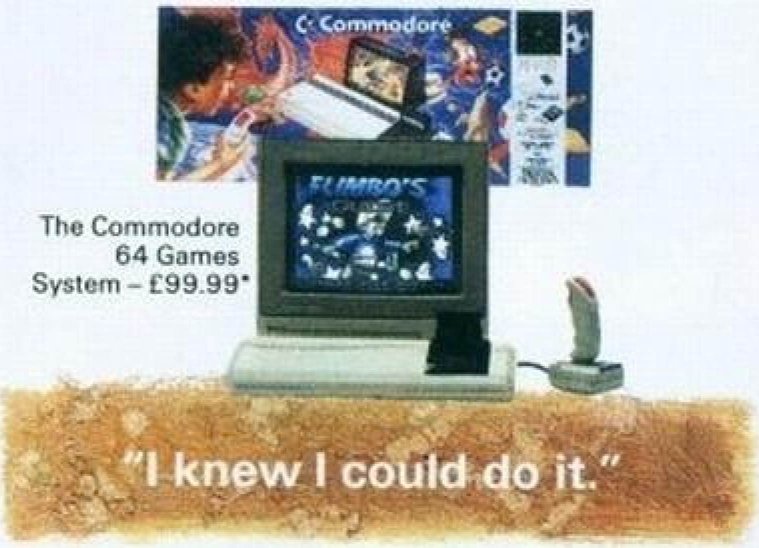
This Christmas, we are also proud to unveil the C64 Games System, a system built for one single purpose – having fun.

The C64 Games System is instant enjoyment for all the family and comes complete with annihilator joystick and four fun-filled games. When you've mastered Klax, International Soccer, Flimbo's Quest and Fiendish Freddy's Big Top, you can choose from another hundred. All this for under £100.

Every games cartridge for the C64 Games System is compatible with the C64 computer. And all Commodore machines, together with a complete range of peripherals, are available from any major high street store.

So whichever one of our computers you do choose, it's sure to bring out the best in your family. After all, there's a little bit of Commodore in all of us.

Call 071 873 9800 for details or send the freepost coupon below.


The Commodore
64 Games
System – £99.99*

All prices are inclusive of VAT. *Monitor not included.

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POWER PACK

Prepare your 64 for overload with this month's Power-Packed CF MEGA-tape!

Right. Before we get started, some of you might have noticed that last issue we promised you a few things which aren't exactly on this month's tape. Notably, the demos of *Chase HQ II* and *Orcus*. Oh, and the full game, *Beyond The Forbidden Forest*. Oh dear.

We're not going to apologise, 'cos we reckon the tape (in its brand new spiffy box with real inlay) is easily as good as the one we planned (if not better). But just in case you're interested, here's what happened...

Chase HQ II is a cartridge-only game. Someone at Ocean promised us a demo, not knowing that it would take weeks of work to rewrite the cartridge code and slap it on tape. *Midnight Resistance*, on the other hand is a tape game, so we simply replaced *Chase HQ II* with the whole first level of *Midnight Resistance*.

Next, the programmer of *Orcus* went and wrapped his motorbike round a wall (or something equally painful) and has busted his coding arm. The full game is gonna be a bit late now and although we had a demo, it was bugged and there was no programmer to fix it, so it's on hold for a while.

Since Electronic Zoo were giving us both the *Orcus* demo and *BOTF*, we felt it was better to wait and slap them both on the tape together. To make up for it, we've got a review of *Chase HQ II* in this ish, while *Orcus* and *BOTF* will make their tape appearance sometime in the not-too-distant future! (There, it wasn't so bad after all, was it?)

SPLIT PERSONALITIES

Joystick in slot 1, slot 2 – or keys if you prefer...

This is a classic game from DoMark, in which you have to rearrange the faces of some well-known politicians, royals and show-biz celebs (bet you've always wanted to rearrange *someone's* face!). Originally, DoMark wanted to call the game *Splitting Images*, but the Central Television Spitting Image team wouldn't let them.

It plays a bit like one of those plastic kiddy puzzles in which you slide square sections around to fill up a frame and make a picture. This one's more high-tech, though, with bonuses to collect and bombs to get rid of! Great exercise for the grey cells and the digits! When you start, the picture on the right shows the completed

K

Z – Left
X – Right
] – Fire
/ – Down
P – Pause

And if this lot doesn't meet with your approval, you can always go and redefine the whole lot by pressing R. Super.

SPIDERMAN DEMO

Ram your 'stick in any old port

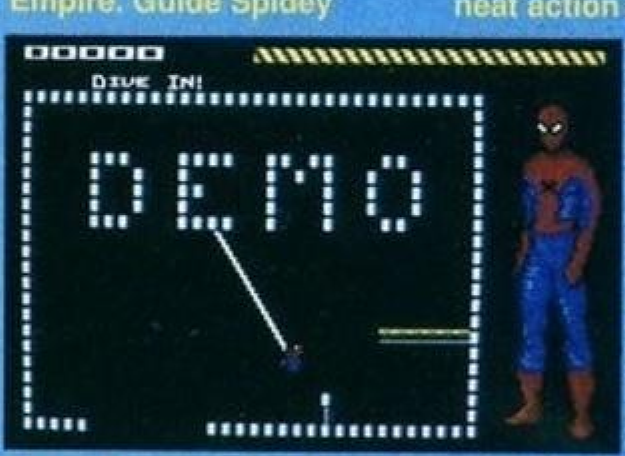
The old web-slinger swings into action in this demo especially written for *Commodore Format* by Empire. Guide Spidey round Mysterio's lair in an attempt to rescue Mary-Jane from his clutches. Fortunately, Spiderman sticks to walls and ceilings, and can fire web material to swing around on.

With stonking animation, neat action and a vicious puzzle streak, the demo alone should keep you strung up for a while!

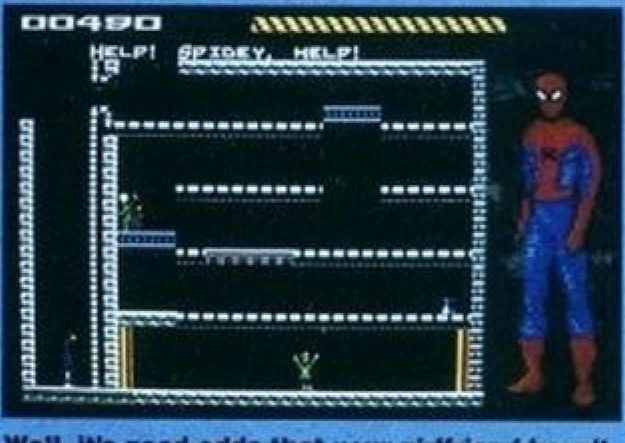
Before the full demo loads, choose your control and then press 'X' to kick off. Spidey has a whole range of whizzo moves you can call on: pushing left and right makes Spidey walk left and right, but if you push up, Spidey jumps vertically, and if he's close enough to a ceiling, he'll stick to it. Likewise, if you push up/left or up/right, Arachnid man makes a diagonal jump and can cling to walls. Experiment with climbing over things and jumping around.

To shoot threads and go swinging, press the fire button, and then push the 'stick in the direction you want to fire. If you fire upwards, loose the fire button and push up to climb or attempt a swing.

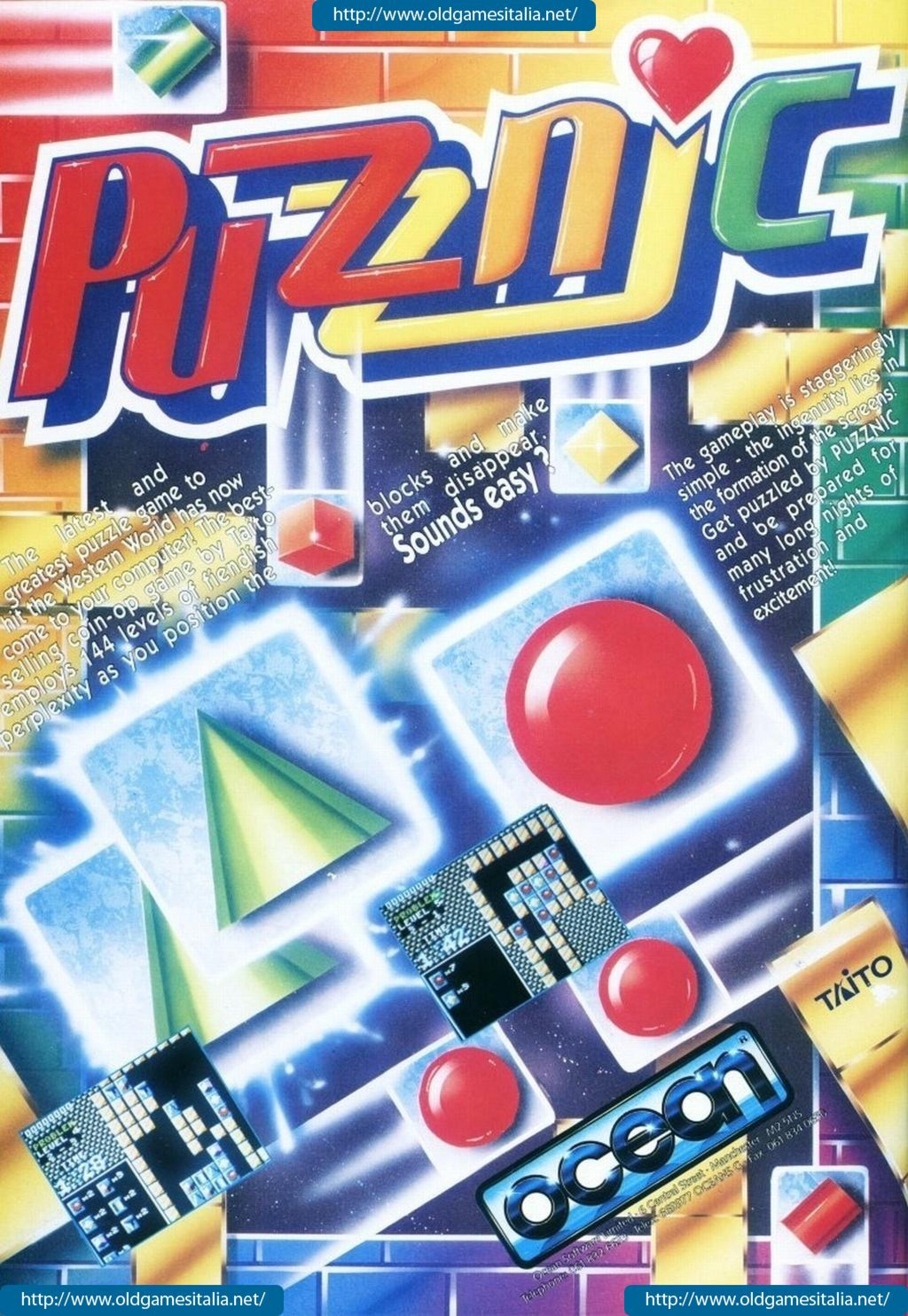
To solve the demo, you have to find Mysterio's inner sanctum and release Mary-Jane. It's a toughie, so good luck!



Do what it says. Mary-Jane's reputation is at stake! And remember, Spidey's only make believe. Don't try sucking people's innards



Well, it's good odds that your girlfriend hasn't taken to wearing a fishbowl and red curtains so that must be Mysterio



The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear. **Sounds easy ?**

The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone 061 832 6633 · Telex 669977 OCEANS G · Fax 061 834 0650

BADLANDS DEMO

Plug yourself into either port, or tap some keys

JOYSTYLE A
Left – Rotate car left
Right – Rotate car right
Fire – Accelerate
Down – Fire missiles

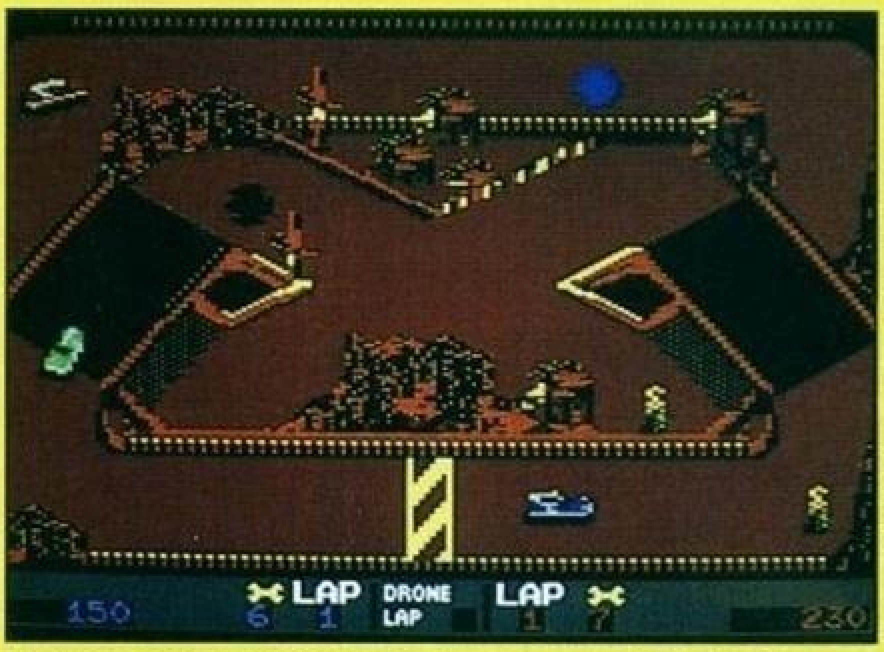
JOYSTYLE B
Left – Rotate car left
Right – Rotate car right
Up – Accelerate
Down – Brake
Fire – Fire missiles

KEYBOARD CONTROLS
Left – O
Right – P
Up – Q
Down – A
Fire – Space Bar

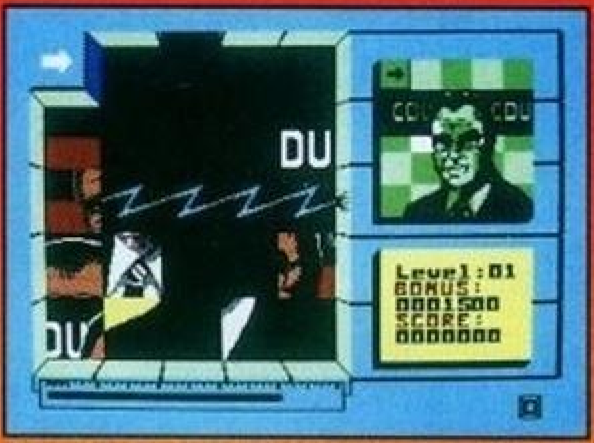
Converted from the Atari/Tengen coin-op, *Badlands* is a two-player race game very much in the *Super Sprint* mould. The situation is this: it's a post nuclear holocaust world, where the ruinous region known as the Badlands plays host to sprint races between armed and armoured cars. Not only is this a race to the finishing line, it's also a fight to the death (well, nearly). Steer your motor around the desolate desert course and if anyone gets in your way – blast 'em to smithereens!

After selecting your chosen control method (joystick or keys) it's time to start the aggro. There are three racers on the track, two of which can be played by you and a buddy.

If you're playing with joystick you can select your own 'joystyle', depending on which control method you prefer. With joystick B when you have accelerated to maximum speed, the car doesn't decelerate until you pull back on the 'stick. With 'style A, the car slows down as soon as you loose the fire button. Go burn some rubber.



Every sane driver would love to do a ramp run but who else would make your dreams come true other than *Commodore Format*? OK, it's not the real thing but it's a damn sight safer



Oh, yeah, I got it. It's er... oh, what's his name? Big fella. Used to be in horror movies – it's Bela Lugosi!

fizzog of the target character. The coloured spinny object is your cursor – waggle it around a bit and get the hang of the control.

Right, go to the top of the screen, push left onto the block with the arrow, hold fire and push right. If you've done it correctly, some blocks should come whizzing out. Now move the cursor over one of these blocks, press fire and pull down. The block should now go whizzing down the screen. Got it? Blocks are brought on via the gate at the top left and are moved in a straight line: they only stop when they hit the walls or other blocks.

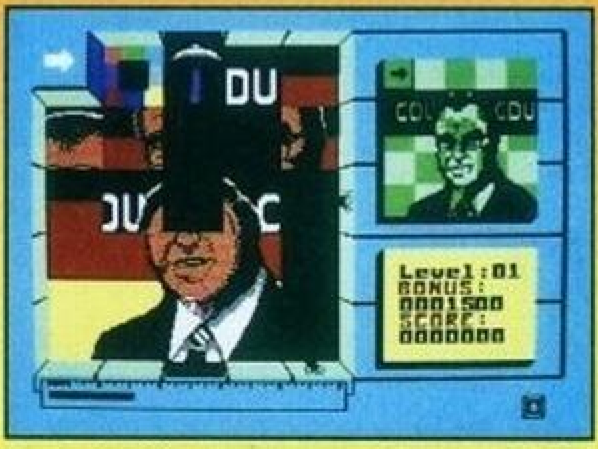
The idea is to bring on blocks a few at a time, position them, and gradually build up the picture. When you place the cursor over a block, a small white square appears on the complete picture, showing exactly where that block goes.

The gates which open and close can be used for ejecting blocks that you don't need, such as bombs or unwanted bonus blocks. When these pass through the gate they disappear forever. However, if you eject a piece of the puzzle, it simply goes to the back of the queue to re-appear later.

THE BLOCKS

Each level has several items which are associated with the person you are busy trying to piece together (such as the 'Dennis' and booze blocks for Thatch). If you push these together you get a bonus score. However, push the wrong ones together and they are destroyed and the bonus points are forfeited.

1. A fizzing bomb appears. Push it out of one of the doors before five seconds elapses, or it blows up and you lose a life.
2. If a water tap appears, slide it against a bomb to defuse the device and get yourself a 5,000 point bonus!
3. If you push two diamonds together, your time limit is extended by up to a minute.



Oh, it isn't him, is it? He reminds me of – it's on the tip of me tongue... Bah, I thought these people were supposed to be famous

4. Make sure the fuel and match blocks don't come together – they're explosive!
5. Smack the pistol and bullet blocks together to double your bonus points.
6. Throw the hammer and ice blocks together, or the cream and cup of coffee blocks together for a mystery bonus!

You get three lives, which are lost after an explosion (bomb or fuel/match) or if the countdown timer at the bottom of the screen hits zero before the screen is completed. Sounds fair enough, really...

GUTZ

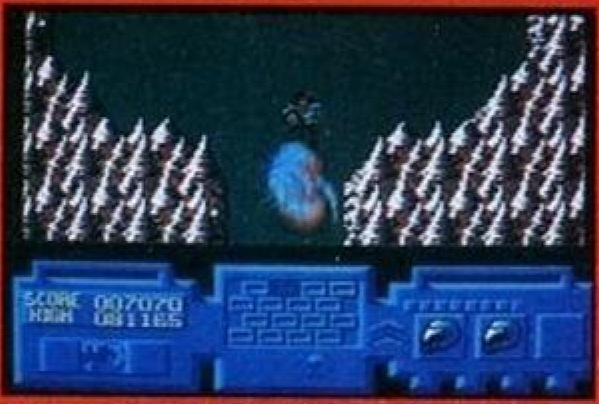
Stick du joy dans port deux

A giant space monster is bearing down on Mother Earth and is all set for a 'big planet with humans to go' – yes folks, it's terra burgers all round if you don't go in there and kill the thing. Er... You mean go *in* there? Sorry bud, you're an inside agent, so get inside the beastie and kick some intestines. What an offal situation (groan).

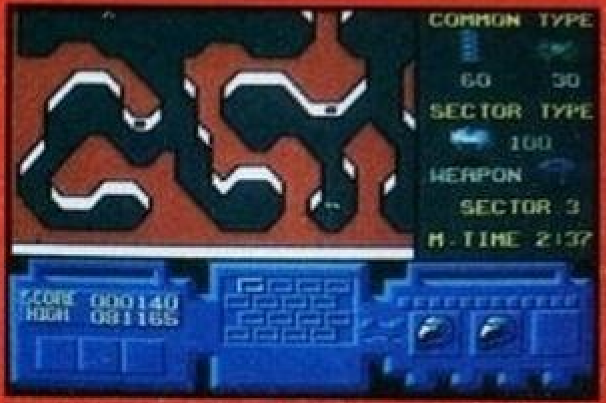
Your mission is to scurry around the drippy, gooey innards of this moon-sized megabeing and destroy its major organs: kidneys, heart, lungs and brain. To do this you must explore the gungy maze of arterial ducts and tubes, find the organs in question and blow them away. Yes, you're an organ grinder (double groan).

On the way you'll need to collect:
SPACE HELMETS – Provide two and a half minutes' protection against bullets, gas and specific creatures.
KEYS – Enable you to open the 'Super

ALL these games and demos are loaded using the normal



In this stomach churning scene our hero attacks the first of the 'super organs'. Look, it's a good game but don't expect it to help you with GSCE Biology – much



Ah, good, a map – a sort of intestine scene. You're the little blob up top. That's a key in the bottom right bowel and the black dots are blisters – I'm going to throw up now

Weapon' door hidden in each of the main organ rooms.

CRYSTALS – Hold enough energy to give you three minutes' rapid fire, or act as 'main organ' repellent.

MAP – Provides a plan of the immediate area, offers hints on the various inhabitants and on the best method of killing them.

BOXES – Contain the pieces of the 'Tri-Puzzle' weapon you need to force open the 'main organ' vessel door.

So here's the plan. To start off with, you'll need to get some killing hardware. Move up to the blisters on the fleshy walls and collect the weapons that lie within. Next, you'll need the map. This is usually nearby. Collect the three Tri-Puzzle sections which are scattered around the first three mazes and open the vessel chamber door in the fourth maze. Get the Super Weapon from the blister on the wall and destroy the main organ.

Then what do you do? You do it all again for the next three organs!

UP – ;
DOWN – /
LEFT – Z
RIGHT – X
FIRE – RETURN
PAUSE – INST/DEL
ABORT MISSION – LEFT ARROW
MAP – SPACE BAR

K

VIDCOM 64

THE VIDEO ART PACKAGE

Joystick in port 2 (and try a trackball or mouse if you've got one!)

If you've been looking for a good art package but couldn't find one (or were too stingy to lash out the dosh) here's one of the best! Used by many programmers and artists to create their game graphics this little beauty takes some beating!

Unfortunately, there isn't enough room here to explain all of Vidcom's many functions. You can probably hack your through it with some experimentation and the brief instros that follow, but if you want the full low down (over 4,000 words' worth!) please send a large envelope and a cheque or postal order for £1.00 to cover handling charges to: Vidcom Instructions, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. You'll get a no-frills info sheet, with words on paper. So don't expect much, just the basic facts. OK, all you budding Bob Stevensons, here we go...

Initially, you have to select which graphics mode you wish to enter. To select multicolour mode, press f1; to select standard colour mode, press f3.

DEFINITION MODE

Accessed by pressing function key f3. Shift user control from the panel cursor to the graphics cursor by pressing CTRL.

Centres around the manipulation of various user-definable graphics, namely sprites, characters and fill patterns. You are provided with a set of nine selector keys, to the left of which there is also an image of the current definition with its number displayed below. The following explains each of the available functions in detail...

MAGNIFY DEFINITION (MAG DEF) – Allows you to enlarge the image of the current definition, horizontally, vertically, or both. Point at the selector and press fire repeatedly to step through each setting.

ARROWS – Allow you to cycle through the individual definitions. Single step or press

MIDNIGHT RESISTANCE DEMO

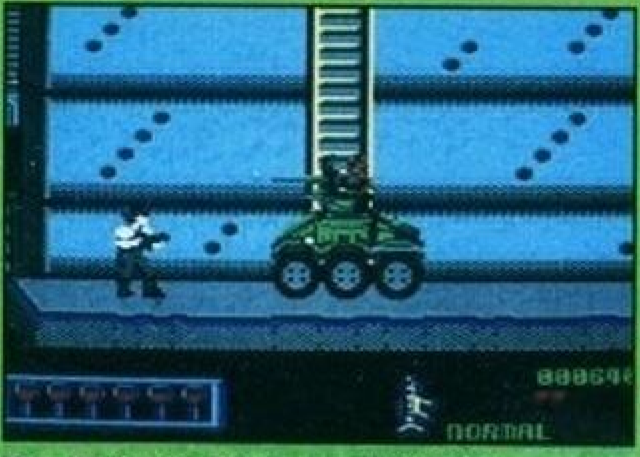
Stick it in port 2

You read the review last ish – now play the game! This smart demo of Ocean's latest shoot 'em up plays through all the first level and includes the weapons select shop so you can check out the latest killing hardware before going on the rampage again!

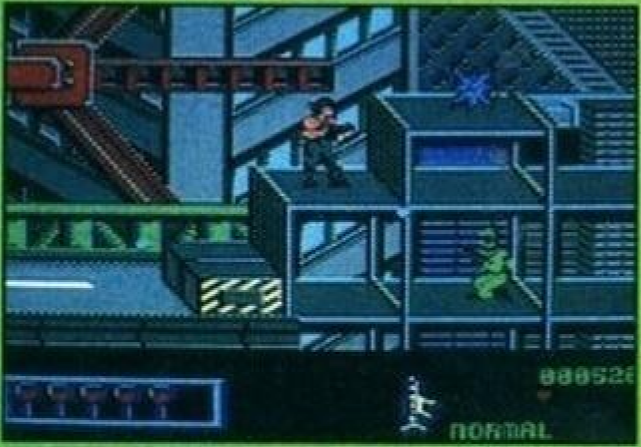
The idea is pretty straightforward. All you have to do is survive until the end, at which point you can enter the weapons store and choose some nice new weapons – and start from the beginning again.

To guide your soldier, use the normal left/right up/down controls to get him to walk left and right, jump or slither along on his stomach. Like *Robocop*, you can fire in any of the eight joystick directions by holding down fire and pushing in the direction you want to shoot.

When you shoot the orange baddies, make sure to collect the keys they drop (in other words, shoot 'em 'n' loot 'em) so you can enter the store. When you enter the Weapons 'R' Us shop, jump up and collect the weapon you fancy. Then it's back to the beginning to try out your new-found gizmo!



Yep. We agree. It's an excellent little armoured car. The only problem is that it's an excellent little armoured car driven by someone who wants to kill you



The action in Midnight Resistance takes place in some pretty incredible scenes, like this one, but there's no time to stop and admire it and hold down the fire button to can scan quickly through them.

SPRITE EDIT (SPT EDIT) – Gives access to the sprite definitions. Up to 32 sprites can be defined.

CHARACTER EDIT (CHR EDIT) – Gives access to the character definitions. Up to 256 characters can be defined.

PATTERN EDIT (PAT EDIT) - Gives access to the fill pattern definitions used by the Pattern Fill function. There are 32 pre-defined patterns available in each graphics mode. Any pattern may be user re-defined.

PATTERN FILL (PAT FILL) – This is just like Merge Fill except that the chosen area is filled using the current pattern definition instead of graphics from the alternative graphics screen.

PRINT DEFINITION (PRT DEF) – Transfers the current definition to the graphics screen like an elaborate paint brush. The Enlargement Window displays its top-left corner. Each time you press Fire, an image of the current definition is pasted.

GRAB DEFINITION (GRB DEF) – Reverse of Print Definition, used to 'snatch' any type of definition directly from anywhere on the graphics screen. Select the type and number of the definition you wish to define, and shift user-control to the graphics screen. Each time you press the fire button, an image of the current definition type is snatched from the screen.

Commodore logo: This simply toggles the Master Control Panel on and off enabling you to view the entire graphics screen.

CTRL: Vidcom actually has three independent cursors – two for the graphics screen and one for the Master Control Panel. Pressing this toggles user-control between them.

RUN/STOP: Generally terminates certain graphics operations and/or reset incorrect option selections. If in doubt, give this a tap.

INPUT/OUTPUT MODE

Accessed by pressing function key f5. If you are using a disk drive, f7 enables you to read the Error status when things go wrong, as well as a directory. Press RETURN to initiate commands.

FILENAMES – When saving or loading graphic data you may need to specify a suitable filename – especially if you are using a disk drive. In I/0 mode you'll find that the Commodore's keyboard behaves as normal, enabling you to type out a filename up to 14 characters long.

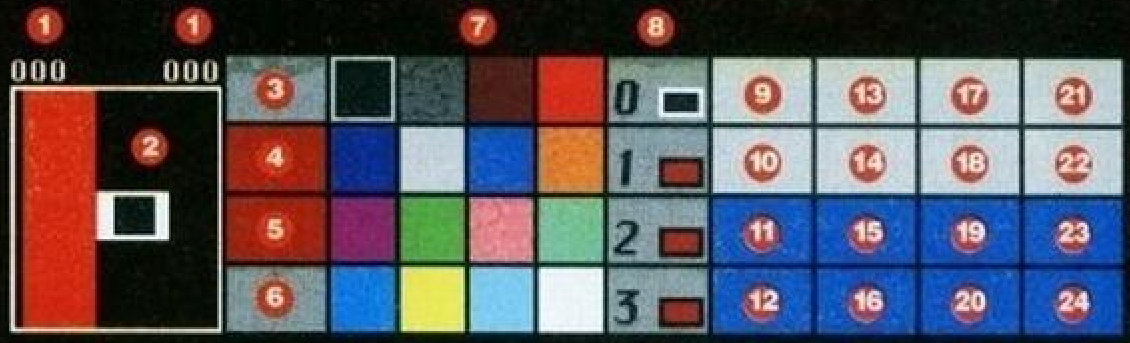
DEVICE SELECTION – The two large, light-red coloured selectors are self explanatory. One is for people using Cassette Tape Recorders and the other for people using Disks.

DATA TYPE – Four light grey selectors indicate which type of graphics that you wish to load/save. Left to right: graphics screen, 32 sprite definitions, 256 character definitions and 32 pattern definitions.

I/0 MODE SELECTION – Four light-blue coloured selectors are used to indicate the required I/0 mode. Left to right: load data, save data, verify data and replace data.

NOTE: 'Replace data' is only available to users of disk drives.

Using the Master Control System



1. COORDINATE READOUTS
X and Y Coordinates of the currently selected pixel.

2. MAGNIFICATION WINDOW
Provides an enlarged view of the drawing area.

3. SCREEN SWAP (SCR SWP)
Toggles between Vidcom's two graphics screens.

4. SCREEN DUPLICATE (SCR DUP) Copies the current screen into Vidcom's second screen area for a back-up etc.

5. SCREEN CLEAR (SCR CLR)
This erases the current graphics screen.

6. HIGH VELOCITY (HI VEL)
Toggles between high and low speed cursor movement. Low recommended for joysticks.

7. COLOUR PALETTE
16 squares, one for each of the C64's 16 colours.

8. COLOUR SELECTOR
Selectors 0-3 can only be used in multicolour mode. Point the cursor at the desired colour and press fire. Point the cursor at any of the Colour Selectors and press fire again. The chosen colour is now displayed in the small inset.

DRAWING MODE
This mode is accessed by pressing f1. Shift user control from the panel cursor to the graphics cursor by pressing the CTRL key.

If you need pixel-by-pixel movement use the cursor keys on the keyboard. The spacebar simulates the fire button.

The following explains each drawing mode in detail. Pressing RUN/STOP in each instance terminates the operation you've selected.

9.FREEHAND DRAW (FRE DRW)
Enables you to draw 'freehand' using the pixel-type indicated by the current Colour Selector.

10. CIRCLE DRAW (CIRC DRW)
Point and fire to fix the circle's origin. Move the elasticated circle to the required radius. Press fire again to fix the circle. You can now move the cursor freely about the screen and the circle follows. Press fire again to draw the outline of a circle.

13. FREEHAND COLOUR (FRE COL) Similar to Free Draw except that it affects the colour attributes rather than the pixels themselves.

14. LINE DRAW (LINE DRW)
Point and fire to fix the first end-point of the line. Move the elasticated line as required and fire again to fix the line. This can now be moved freely around the screen and drawn over and over by repeatedly pressing fire.

17. MERGE FILL (MRG FLL)
The chosen region is filled using pixels from the same region of the secondary graphics screen. This results in 'bleeding' the other graphics screen into the current one

18. BAND DRAW (BND DRW)
Similar in operation to Line Draw expect that now you can line-stitch from one point to the next – dot-to-dot fashion.

21. CIRCLE CLEAR (CIRC CLR)
This identical to the Circle Draw command except that the circle drawn is filled with your chosen colour.

22. RAY DRAW (labelled RAY DRW) Point the cursor and press fire to fix an origin. You can now move the cursor anywhere and plot as many lines between the two points as you like, just by pressing fire. All lines originate from the same point on the screen.

THE BOX FUNCTIONS
The following modes operate on a user-definable rectangular area of screen of any size. Point and fire to set one corner and then stretch the elasticated box and press fire again to fix its dimensions. This box can now be moved around the screen, and subsequent presses of the fire button will initiate the selected function. Press RUN/STOP to escape from any function.

11. BOX DRAW (BOX DRW)
The defined box is plotted onto the graphics screen using the current pixel selection.

12. BOX X-REFLECT (BOX XRF)
Each row of pixels within the box is reflected about its centre point to give a lateral mirror image.

15. BOX COLOUR (BOX COL)
Resets the colour attributes within the box's perimeter to the current values of the Colour Selectors. Thus the box only moves in character steps.

16. BOX Y-REFLECT (BOX YRF)
Columns of pixels within the box are reflected about the centre point to give a vertical mirror image.

19. BOX CLEAR (BOX CLR)
All the pixels within the box are set to the value indicated by the current Colour Selector.

20. BOX ROTATE (BOX ROT)
Rotates the enclosed area of pixels through 90° about its centre point.

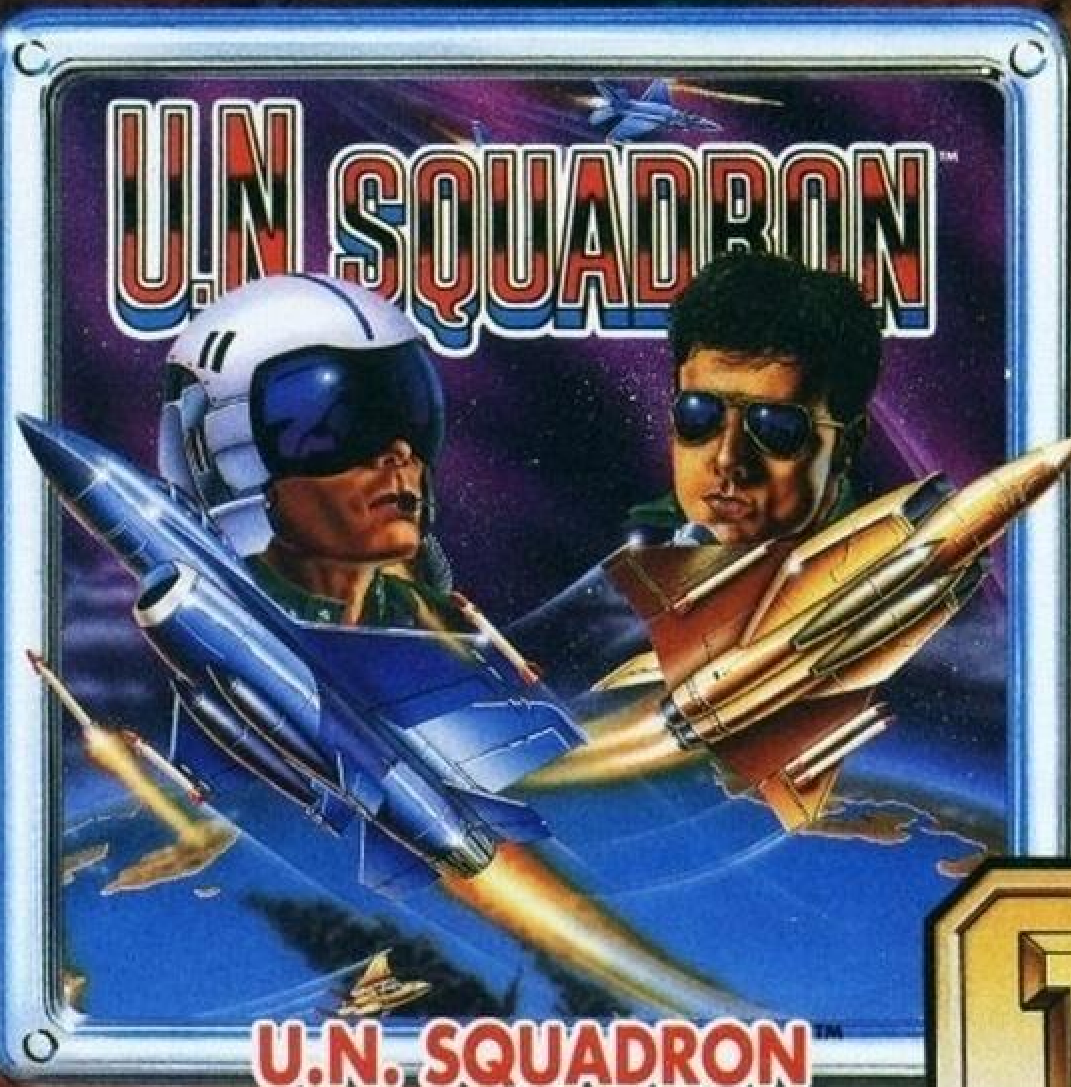
23. BOX REVERSE (BOX REV)
Converts box colours to their complementary values, giving an inverse-video effect.

24. BOX DUPLICATE (BOX DUP) The box can now be copied anywhere on the screen by moving the box and pressing Fire.

Oh lordy, me tape won't load!

There are few feelings more frustrating than the one you get when you take the tape off the cover of the mag and it won't load. Sorry, but we print so many that a few faulties do find their way into readers' hands. But all is not lost! If your *CF* tape is giving you probs, send the little beast (complete with an SAE) to CF Tape 3 (Gutz) Returns, Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD and we'll send a replacement as fast as we can!

Awesome Fire-po



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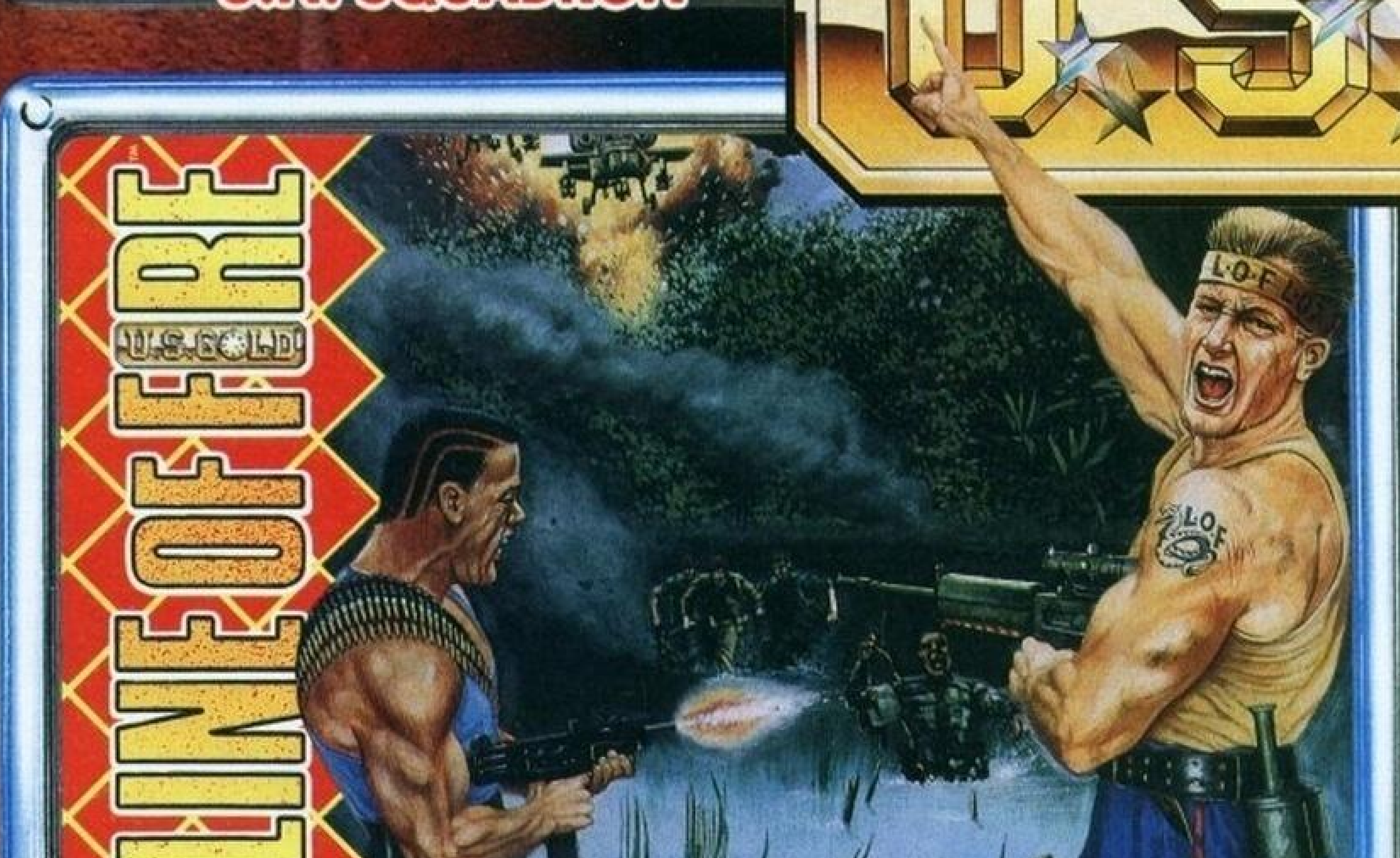

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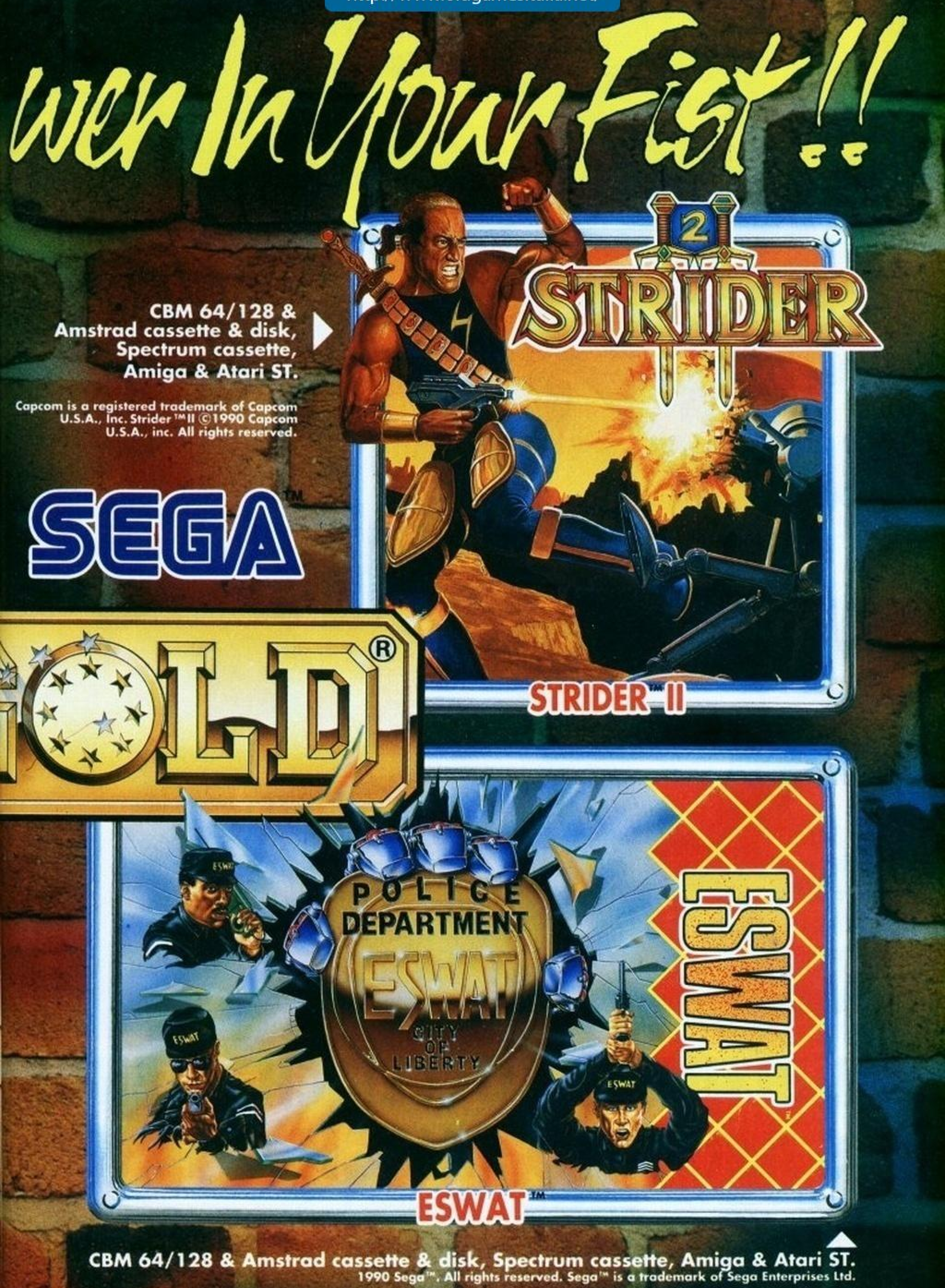
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Gazza II

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WOW!! CF's crazy new ratings system explained in full!! (colour)

Those darn CF reviews!

Who reviews the games in COMMODORE FORMAT? What are all those strange little pictures for? And just what is a Corker? All these questions and more are answered below. Knowledge is power, so read on...

Reviews are important to us because we think they're important to you. The people who write them aren't important at all but if we tell you a bit about them they'll think they are.

Steve Jarratt

Well, yes he's old isn't he? In fact he's so old that he's worked on just about every C64 mag ever. He's been a proud 64 owner since the beginning of time (time began when Commodore brought out the 64) and he's played so many games nearly all his hair has fallen out. Remember, if you play games as often as Steve does, this will happen to you. But you'll be happy...

Sean Masterson

Sean's done a fair stint on other computer mags. He got so hooked games generally, he ended up editing White Dwarf, the RPG mag. Now he's returned to Earth and says that when he grows up he'd like to be a freshly prepared salad. Ahm, fine...

Andy Dyer

Andy's all right, really. He can't spell. Or speak. Or walk. Or anything else for that matter. Oh, except for playing 64 games. Yes, he's quite good at that. Hmmm...

Gordon Houghton

Known throughout the world as Granite Man Gordo, this man is the meanest C64 games player you ever did see. He makes short work of shoot-'em-ups, piledrives platform games and annihilates all kinds of arcade adventures. Is it true that bullets fly off him?

Kati Hamza

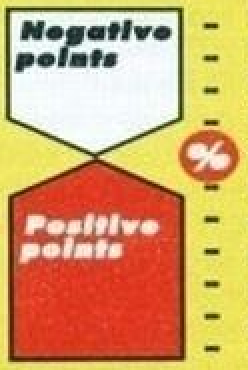
Kati is another computer games mag veteran who knows her C64. Oo-er, this girlie's as cute as pie 'n' 'ard as nails... Spots a dodgy sprite miles off. Maybe this is why she prefers brain-burning adventures to knock about scrollin' screamin' death. Mind you, they don't call her Kapable Kati for nothing...

GUTTER PRESS

These four ugly mugs get dragged in every once in a while to be asked for their opinions on one or two of the games we review. They're all confirmed C64aholics so they know what they want from a game. Of course, you can write to us and tell us what *you* think anyway.

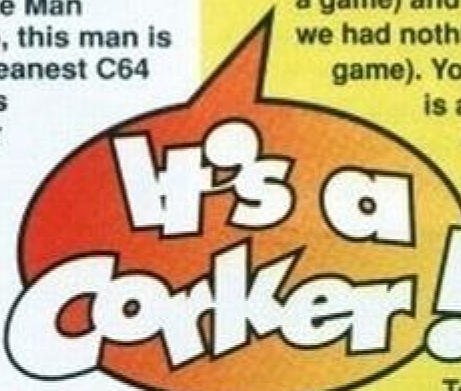
Commodore Format's review system is sublime in its simplicity: not for us half-baked ratings which no-one understands. Listen, it's really simple. Each review is mainly made up of a beautifully detailed explanation of the game. Reviewers express their opinions when writing this bit but they summarize the main points (good and bad) at the end.

CF RATINGS



When you get to the end of a review you see on of these (eyes left). This is a Powermeter and in it are all those summarized good and bad points about a game. Think of it as a well which is filled up by good points and emptied by bad ones.

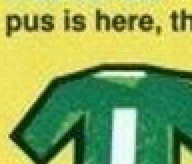
The better the game, the more good things a reviewer has to say, so up goes the red bit. Bad points push it down again. Where the two parts meet, we put the rating. The highest rating would be 100% (if we had nothing bad whatsoever to say about a game) and the lowest would be 0% (if we had nothing good to say about a game). You can tell how good a game is at a glance.


It's a Corker!

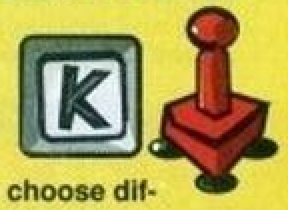
If it's a really, really good game and it gets over 90% it's a corker! And if you don't go out and buy it, you're plain stoopid.

ICONS

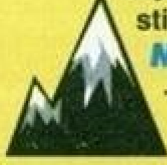
To make things nice and easy, we've knocked up some 'tell-at-a-glance' icon thingies so you can tell at a glance what standard features each game contains. They are:



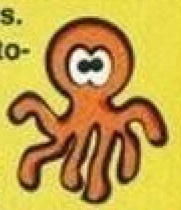
FACE – Number of players: the more heads, the more players there can be.



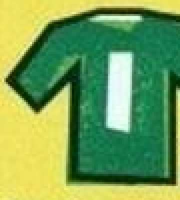
KEYBOARD/JOYSTICK – Control: keyboard, joystick or both.



MOUNTAINS – Tell you that you can choose different difficulty levels.

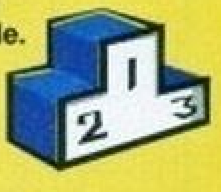


OCTOPUS – Multiload: if the octopus is here, the game's in bits.

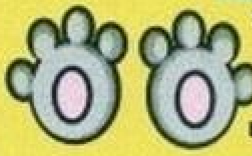


FOOTBALL SHIRT – Save option: if there is one, it gets the goalie's shirt (bit dubious, that one).

BLOCKS – This means you get the chance to gloat by putting your name in a high score table.



PAWS – Yep, there's a pause mode (groan).



CHASE HQ II

Racing along the fast lane from Manchester is Ocean's first cartridge release. It's just skidded into the car park, in fact. But just how long do you think it will take before you drive it into the ground?

CONSOLE COMPATIBLE CART GAME Yum Yum!

The Mayor's daughter has been kidnapped and was last seen heading north in a red Porsche. What do you mean you're all busy, is anyone free? Oh no, not those two. Aren't they the ones who gratuitously shoot up innocents and criminals alike? Oh Gawd, I suppose they'll have to do...

And that's where you come in. You take the role of a couple of tough streetwise cops, whose role it is to save three unfortunate kidnap victims, one of whom is the Mayor's daughter. To achieve this glorious aim you are equipped with a large red car which has been specially designed with only two gears (programmers' cop-out alert) and unlikely speed capabilities. Oh yes, and you have a handgun.

That said, it's time to hit the road, Jack. Push forward on your shaft of glee *(I think he means joystick – Ed)*, and your car will accelerate like there's no tomorrow. Once you're up to top speed all that remains is to stay on the road. This is all very well on the straights but bends prove a little more tricky. In these cases, careful use of the brake (pulling your joystick back) is advisable. Mastering this skill is ludicrously difficult as the car seems to have little or no steering capacity when cornering. What's more, it would appear that the kidnappers have chosen to commit their dastardly deeds during the rush hour, as the volume of traffic is startling. This can prove hairy on bends but on the straights, great fun can be had bumping innocent folk off the road.

At the bottom of the screen is a wee radar containing one blue dot and one red dot.The blue one is you and the red dot is the enemy. The distance between the two represents how far away the opponent's car is.

At the start of the game you have five boosts available which can be used at any point in any level by pressing return. This simple key press will send your vehicle hurtling along at even higher speeds than before. Handling is no worse during a boost but the real benefit of using this feature is on the various straight sections, centralise the car hit return, and the kidnappers will come into range before you can say, 'Pull over, creep.'

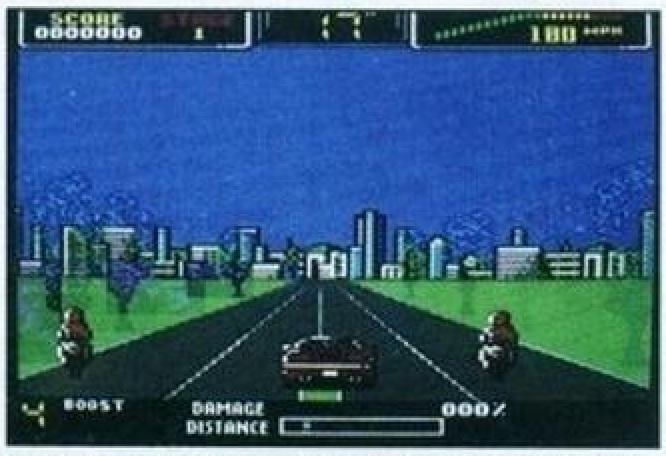
About mid-way through each level, a helicopter swoops down and drops a weapon which one of your characters has to catch. Unfortunately, this item only has a limited life-span, so if you're nowhere near the enemy when you collect it, the chances are it'll disappear before you reach them. But it's fairly easy to dispose of the baddies once you've got a feel for the controls.

In the early part of any level your opponent's motorcycle out-riders weave about the road and make life difficult for you. But after a few waves of bikers you will, with luck, catch up with the kidnapper. Draw up along side the car and drive very carefully, even if you slow down at this point you won't lose it. However, go too fast around a corner and you'll crash. By the time you get going again, the crook will be long gone.

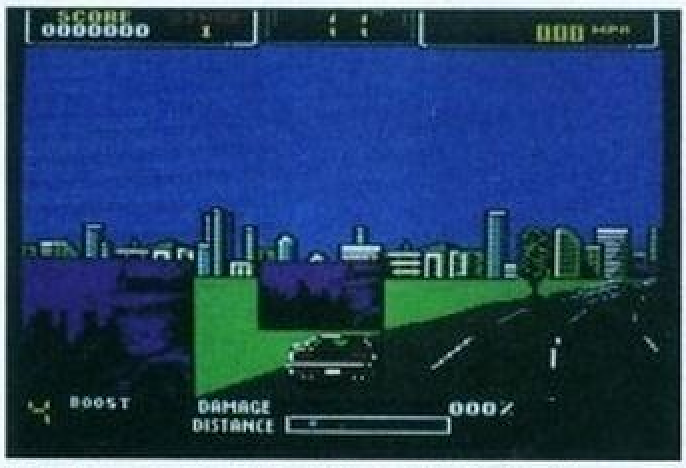
To complete the stage you need to repeatedly shoot and ram the enemy vehicle. A meter displays the damage done to the enemy car. When it reaches 100%, success is yours and a static screen of the arrest is displayed.

What next? Much of the same really. Your boss informs you of your next mission which is er, save a female kidnap victim. The only difference is the scenery, the kidnapper's vehicle and slightly more difficult gameplay.

Well, the C64 cartridge age has dawned and all we can do is breathe a sigh of relief. *SCI* loads in an instant and each stage, screen and menu takes scant moments to appear. This is a real bonus as far as this game goes, for reasons I will come to in a moment. Visually, *SCI* is a real feast. The graphics are fast (very, very fast) and incredibly smooth. Hills and dips are very slick, and the tunnels have a realistic and claustrophobic feel to them. The backdrops range from city skylines to craggy mountains, which scroll smoothly as the road twists and turns.



Typical – you set off early enough to avoid rush hour and already there are two bikers giving you a hard time. Time for a quick sideswipe



This is more like it. Let the world fly by. The good thing about roadside billboards is they slow you down when you lose the road...

Special criminal obliteration

The investigative expertise of Chase HQ agents has been called into question recently, following an investigation by *Commodore Format* itself which reveals that:

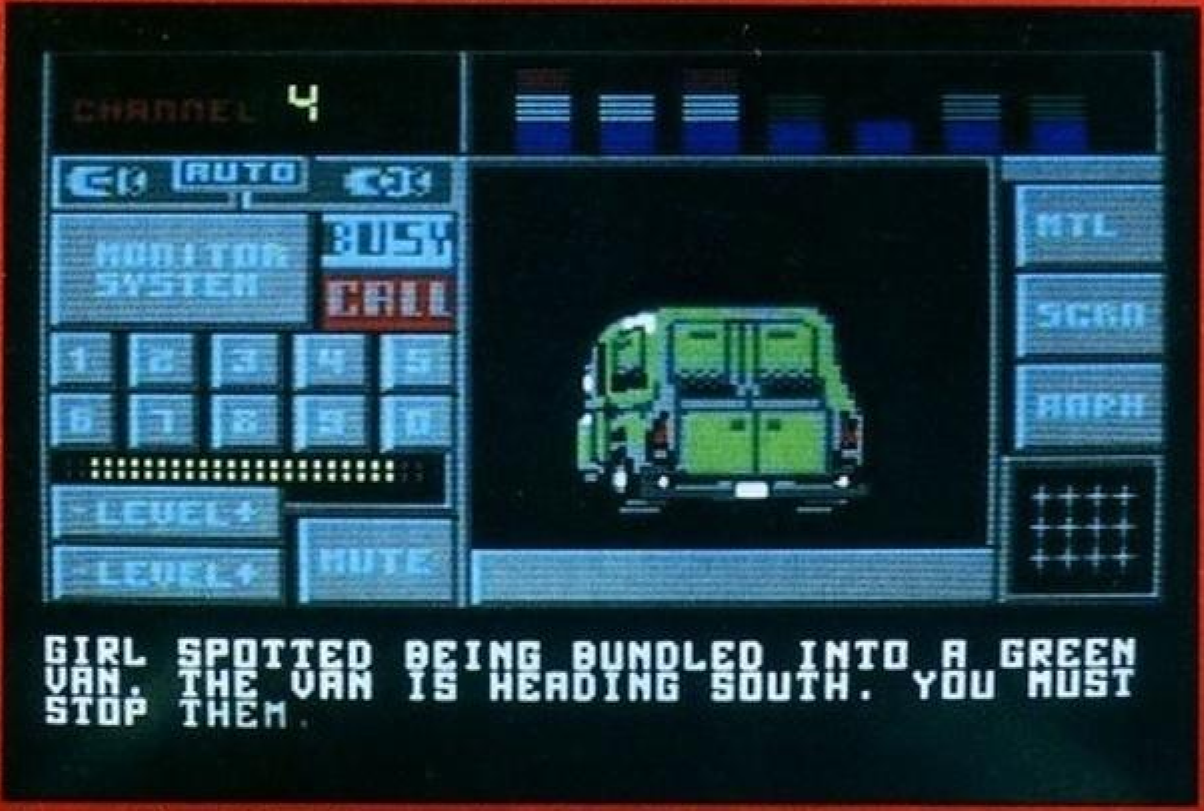
Approximately, 30 innocent road users die during the course of a routine investigation

Used bullets outnumber questions asked by 4000:1

Out of 90 cases studied by *CF*, 90 of the arrests were made in violent circumstances

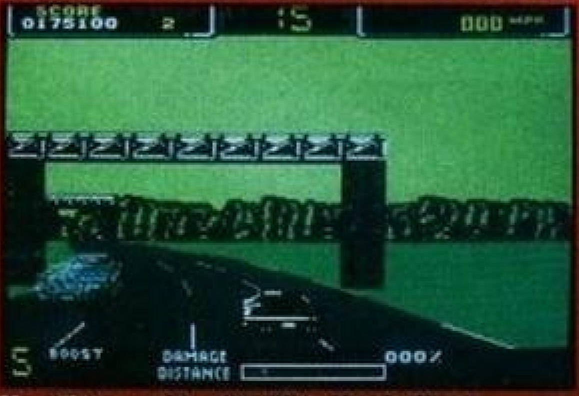
The questions CF want to ask are, 'Is it really ethical for cops to act in this manner and, more importantly, would you buy a used car from them?'

Send your vehicle hurtling along at even higher speeds than before

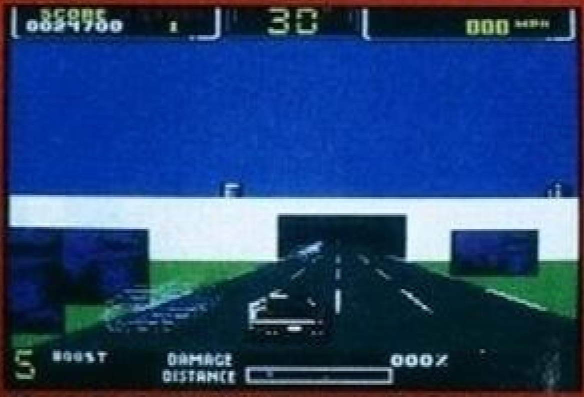

CHANNEL 4
AUTO
MONITOR SYSTEM
BUSY
CALL
1 2 3 4 5
6 7 8 9 0
LEVEL+
LEVEL+
MUTE
MTL
SCAN
GRAPH

GIRL SPOTTED BEING BUNDLED INTO A GREEN VAN. THE VAN IS HEADING SOUTH. YOU MUST STOP THEM.

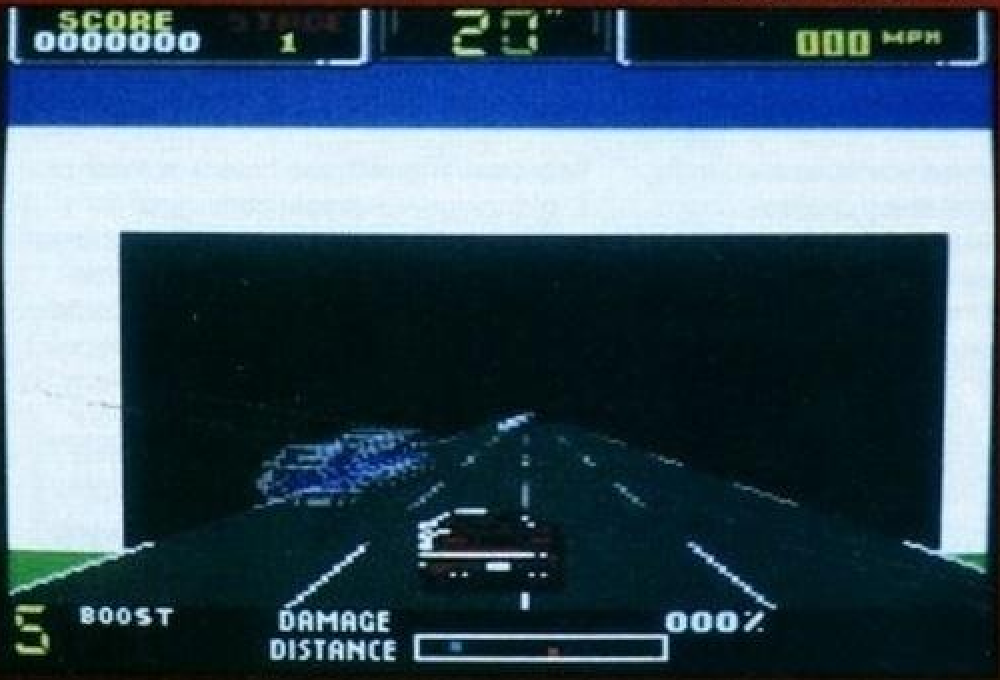
There are the culprits. The pen pushers back at Chase HQ do earn their salaries. Now I know what I'm looking for, it's time to get out on the and do something about getting one mayor his daughter back. And if I do, I don't wanna see a parking ticket again


SCORE 0175100
2
15
000 MPH
5 BOOST
DAMAGE
DISTANCE
000%

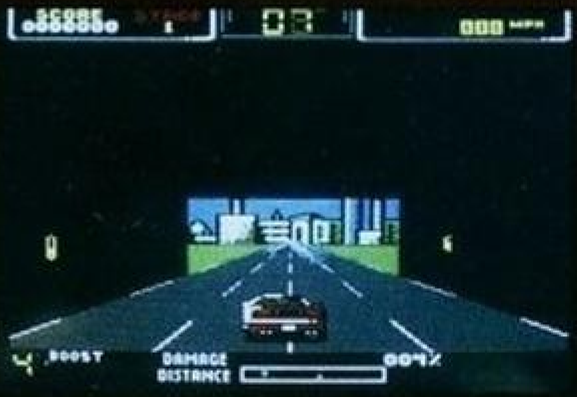
Heading south, eh? Why the hell are they doing that. They get a kick out of being stuck on the M25?


SCORE 0024700
1
30
000 MPH
5 BOOST
DAMAGE
DISTANCE
000%

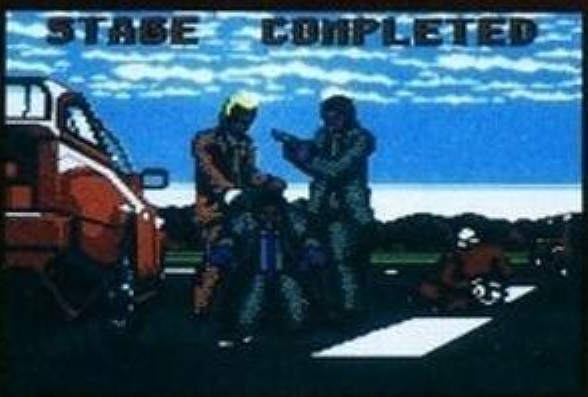
Time to hit the headlamps, these tunnels go on for miles and hide fugitives from prying choppers – but not from me


SCORE 0000000
STAGE 1
20
000 MPH
5 BOOST
DAMAGE
DISTANCE
000%

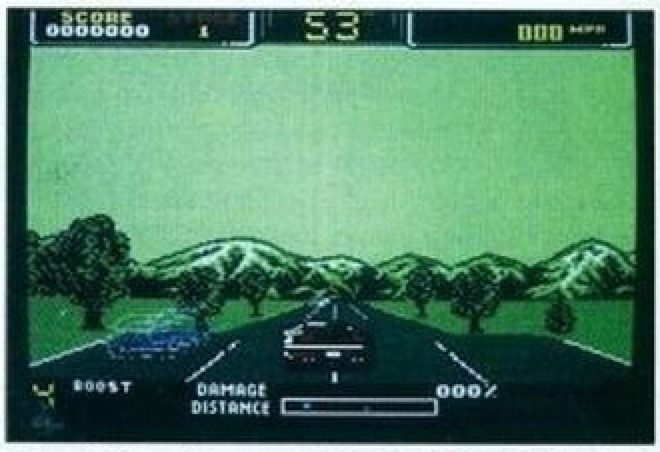
Tunnels are deadly places to speed in. You can't see a bend till it's eating your wing. Still, if that's the way it has to be, arm that missile and... In we go, ee-aye,ee-aye, adios!


SCORE 0000000
STAGE 1
03
000 MPH
4 BOOST
DAMAGE
DISTANCE
004%

There is a light at the end of the tunnel. It won't be long before an arrest is made. Another wrong put right (hurrah!)


STAGE COMPLETED

Told you so. Game over, creep. Now there's just time for a Kit-Kat and then it's time to start all over again


SCORE 0000000
1
53
000 MPH
4 BOOST
DAMAGE
DISTANCE
000%

Beyond the city smog, into the hills, this is the stuff car adverts are made of. Hope this thing's running on lead-free

Where it suffers is in the playability stakes. Control of the car when cornering just isn't relistic enough. It's almost as if the computer takes over, or rather restricts, your movements, unless of course, you crash.

Furthermore, there just isn't enough control over the range of your speed, it's either stop or go bloomin' fast. And although the graphics vary between levels, the gameplay doesn't. This is a great shame, because all other aspects of the game are extremely polished. I strongly suspect that the fact that this is cartridge based may well save its bacon. If it were a cassette- or disk-based multi-loader it just wouldn't be worth the wait.

If the phrase try before you buy was ever applicable it is here. If you're a fan of this sort of thing, the more than competent graphics and the lack of loading times may well outweigh the limited gameplay.

ANDY

Game	***SCI***
Maker	***Ocean***
Cartridge	***£19.99***

POWER RATING

THE DOWNERS...

- Lack of variety between levels may curtail (ooh-er) the desire to persevere
- Cornering is abysmal, which may prove frustrating

100

74%

0

- **Road moves very effectively, with wonderful undulations and excellent tunnel effects**
- **Backdrops are atmospheric and varied, adding to the polish of the game**
- **The game runs very fast, scenery becomes a mind-boggling blur when the boost button is pressed**
- **End of level static screens prove very rewarding**
- **Good sound FX add to the thrill of it all**

...AND THE UPPERS

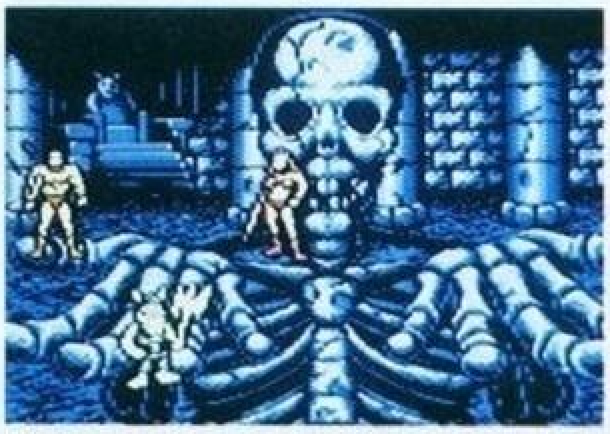
GOLDEN A

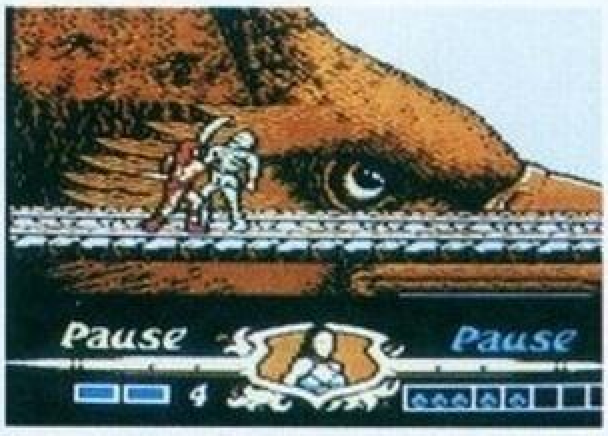
Come back with us to a time of dragons and ogres, of fierce warlords and oppressed peoples, of blood and combat. A time for warriors, a time for heroes, a– (Er... OK luvee, that's super. Could we go again, but a bit louder this time?) Sure. Ahem... COME BACK WITH US TO A TIME OF DRAGONS

That Death Adder... he's a bit of a lad, innee? Not content with stealing the legendary Golden Axe of Yuria (leaving the poor townsfolk at the mercy of rampaging bandits) he's also gone stomping around, killing people for the fun of it. Just ask the axe-wielding dwarf, Gilius Thunderhead – Death Adder bumped off his brother. Or the gorgeous, large-breasted amazon, Tyris Flare, who lost both parents to the wrath of the Titan warlord. Or the barbarian Ax Battler, whose mother got in the way when the anti-social Mr Adder came to town. It's not surprising then, that these warriors all have an axe to grind (groan) with ol' Death baby. They want him dead, the people of Yuria want him dead, just about everybody wants him dead... so what are you waiting for? There's no good pretending that you don't know what comes next: select your character, press that fire button and go kick some butt!

The only way to free the land and people of Yuria from the vile clutches of Death Adder is to pay a visit to his temple hideaway – and kill the geek. Easier written than done, though: the journey to the temple is a hard slog from your home in the forest, through Turtle village, across Eagle island and up to Death Adder's front room.

Word must have gotten out about your intended meeting with Death – his cronies are out and about and after your blood. As you tread the treacherous path to DA's domain, you'll confront all manner of assailants: ogres with clubs, soldiers with spiked maces, Amazonian warrioresses astride fearsome fire-breathing dragons, giants with warhammers, skeleton soldiers, huge armoured knights and, of course, Death Adder 'imself. Phew!


No sexism or racism in this game. This screen lets you choose your character be it barbarian, barbari-bint or dwarf



Take a leisurely flight from Turtle Village to Death Adder's temple, but watch out for the crap hostess service

To protect yourself, you have a number of hack 'n' slay moves at your command: at close quarters it's simply a case of hammering that fire button to swipe, slash and kick your opponent! The more athletic combatant can also opt for the flying kick, the spectacular jump 'n' slash or the downright show-offy 'pile driver' – leap into the air and stab your enemy through the top of the head...

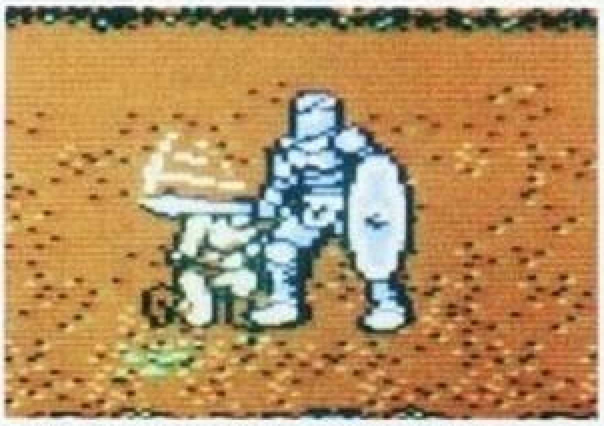
They'll be feeling very poorly after a quick dose of lightning bolts

Gruesome, but ever so effective. You can also mount one of the sleeping dragons you find lazing about, spur him into action and breathe fire on your attackers. How d'you like your ogres? Fried or roasted?

This pretty much sets the scene for the rest of your crusade. Unlike the original, you only have to contend with single opponents at a time (which is fine by me!), but hacking through the army of skeletons on the final stage does grow a bit tedious – especially as it

The journey

Your quest is set over five days, and progress across the land of Yuria is represented between levels by a map. Starting from the scenic woodlands of the Forest, you yomp through to the Turtle Village – aptly named as it happens for it resides on the back of a giant turtle which ferries you across the river to the Fiend's Path. This takes you onto the back of a giant eagle who flies you to the balcony your final destination: Death-Adder's temple abode.



'I dub thee... Sir Barbie' – CHUNK. Er... excuse me, but I appear to have lost an arm. No matter, 'tis but a scratch. CHUNK! Ah-ha! Another limb gone astray. Pah! I've had worse. Come back, I'll bite yer knees!

AXE

takes loads and loads of hits to actually defeat each skelly. There's no running away from this battle either: you still can't continue until each adversary lies dead at your feet, and the flashing 'GO' symbol signals that it's time to move on.

The land of Yuria is nicely represented by a smart landscape which scrolls smoothly past as you machete your way though the enemy. The scenics are very nicely drawn and the palette is switched at intervals so that the colour scheme remains faithful(ish) to the original: at the very least, you are treated to some wonderfully low-key, atmospheric and downright spooky backdrops.

Your character starts off with five lives, each of which is made up of three blocks. Every time you're downed, a block disappears. Once all three have gone, a whole life is lost. However, there's a continue option and you can steal some extra life force. Blue and green-clad dwarves scurry on at intervals, clutching bags of magic potions and food. Give these guys a swift kick in the rear or swipe of your blade and they'll drop their booty and scurry off. Food adds another segment to your life meter, while potions go to boost your magic powers. A counter displays the number of potions collected and, correspondingly, the power of your magic.

How d'you like your Ogres Fried or roasted?

When you're in need of assistance, smack the space bar to unleash your elemental powers on DA's chums. If they aren't killed outright, they'll be feeling very poorly after a quick dose of lightning bolts, dragon fire or mushroom cloud explosions!

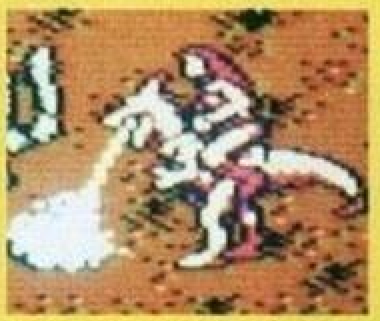
Other than the single player one-on-one gameplay, *Golden Axe* has survived the conversion pretty much intact. The nasties are still big, fast, and as vicious as ever. Death Adder doesn't throw his fireballs any more but he's still pretty sharp with that chopper! There are some nice sampled screams and the converted Sega soundtrack sounds better than ever!

If you fancy a taste of cold steel on warm flesh, prod yourself in the arm with a fork... er... no. Better still, buy *Golden Axe*.

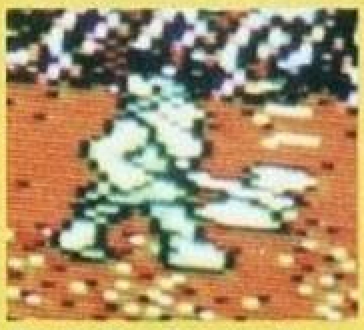
STEVE

A lesson in slicin' and dicin'

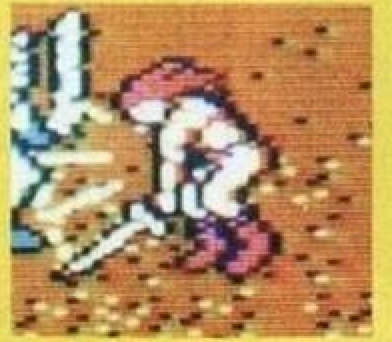
Golden Axe's combat moves have been tailored for use with the joystick and only one fire button. Here are the full complement of manoeuvres, ably demonstrated by our heroes, Tyris and Gilius. Take it away lads 'n' lasses...



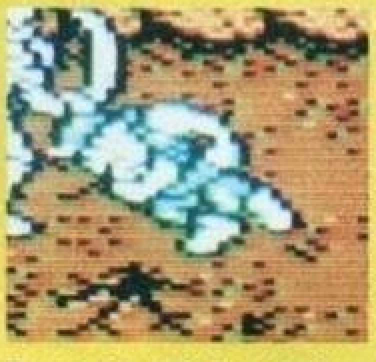
Easy: press the fire button and torch that goon!



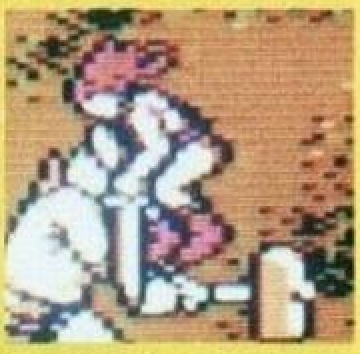
Fire button for sword slash 'n' swipe and kicks



Press fire and push up to jump into the air. Then press fire again for a devestating mid-air slash

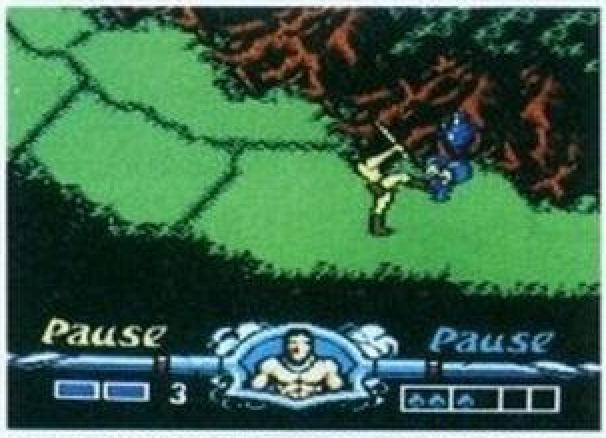


Tap and hold left or right to start running. Press fire while running to jump-kick or headbutt your enemies

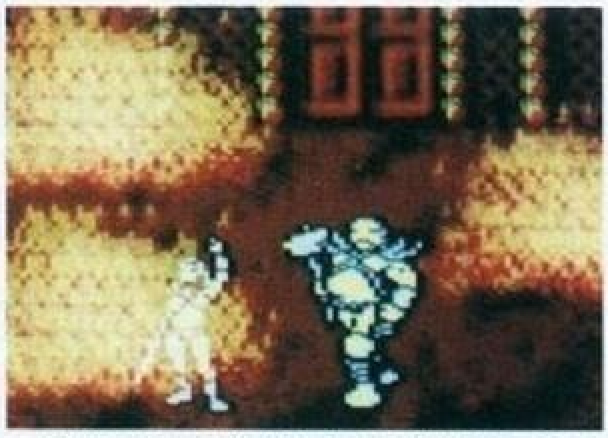


Push up and fire while running to perform 'big jump'; down and fire during big jump for 'pile driver'

Game	**Golden Axe**
Maker	**Virgin**
Cassette	**£10.99**
Disk	**£14.99**



Give the midget thieves a good kicking and collect the blue magic potions they drop...



... Then when a baddie is making improper advances, let him have it!

POWER RATING

THE DOWNERS...

- Single player only and just the one attacker at a time
- Later, combat grows pretty repetitive

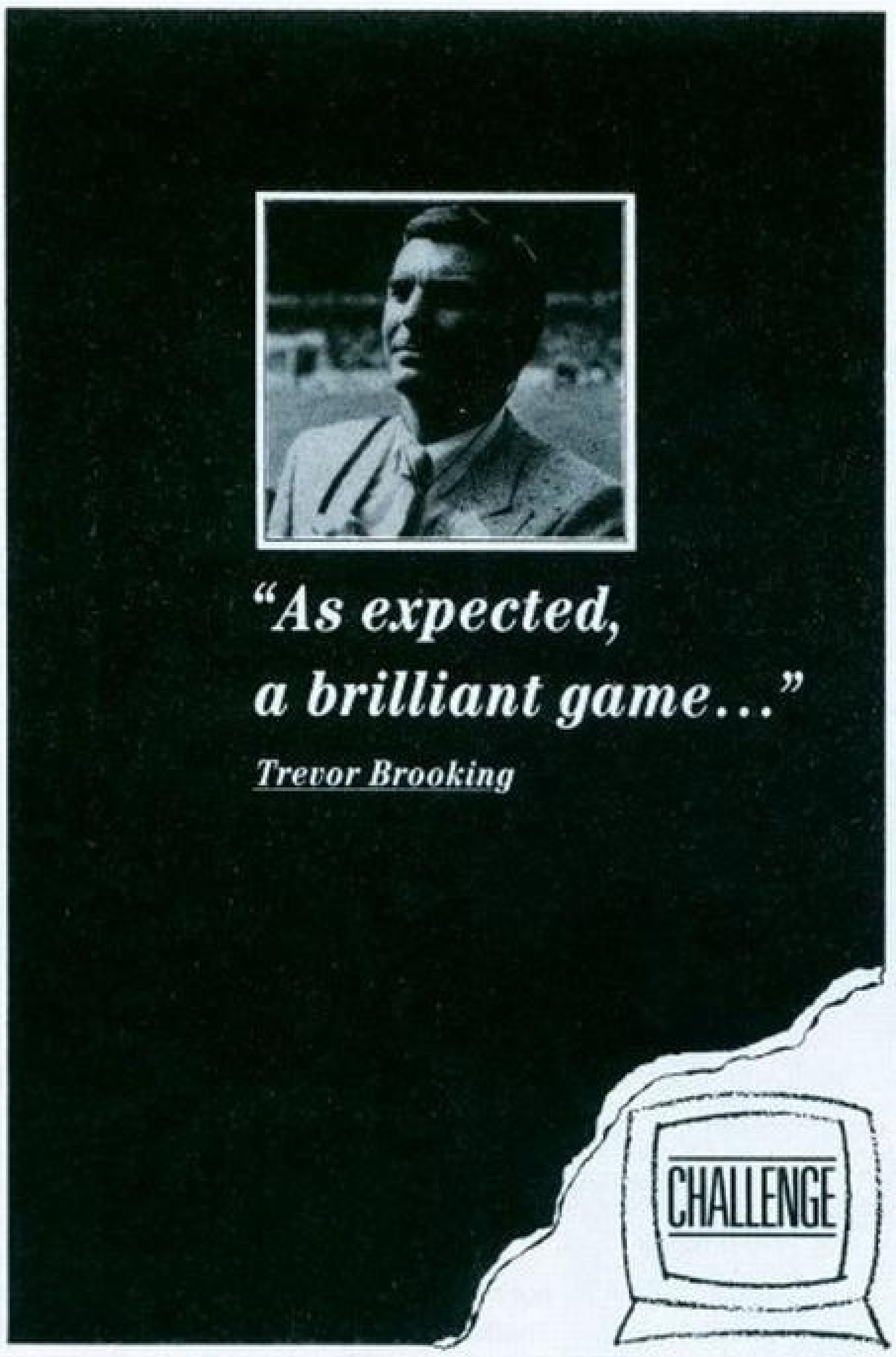
100

88%

- **Amazing animation on all the characters, especially the huge giants and the dragons**
- **Clever joystick control**
- **Smart sampled screams and a ripping soundtrack give the lug-holes a real treat**
- **Superb arcade-style presentation, with intro portraits, character selection screen and between-level animated map**
- **Gorgeous magic effects**
- **Beautifully detailed coloured and smooth scrolling backdrops**
- **As accurate a conversion as possible – a definite plus point for fans of the original**

0

... AND THE UPPERS


"As expected,
a brilliant game..."
Trevor Brooking
CHALLENGE

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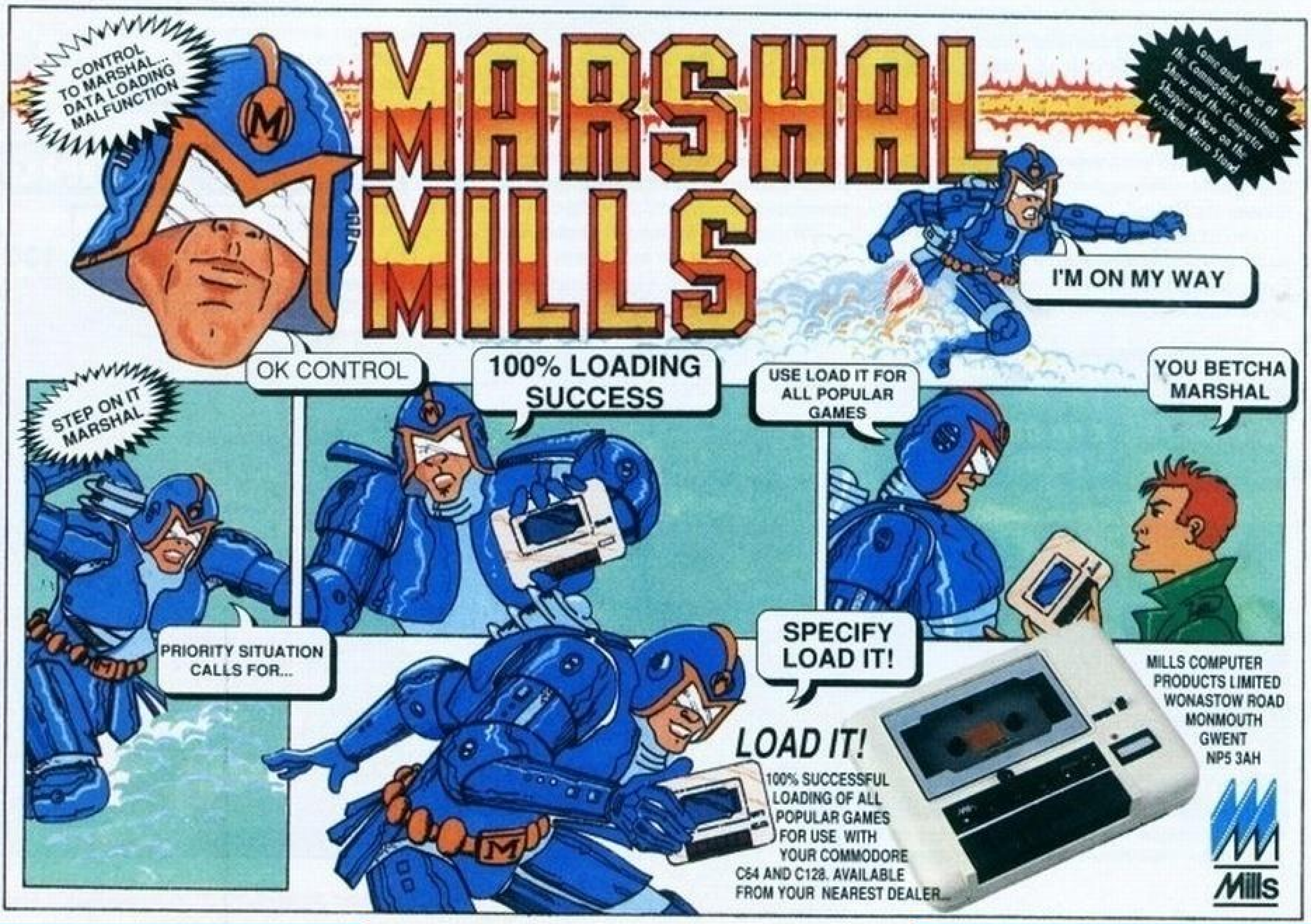
CONTROL TO MARSHAL... DATA LOADING MALFUNCTION
MARSHAL MILLS
Come and see us at the Commodore Christmas Show and the Computer Shopper Show on the Evesham Micro Stand
I'M ON MY WAY
STEP ON IT MARSHAL
OK CONTROL
100% LOADING SUCCESS
USE LOAD IT FOR ALL POPULAR GAMES
YOU BETCHA MARSHAL
PRIORITY SITUATION CALLS FOR...
SPECIFY LOAD IT!
LOAD IT!
100% SUCCESSFUL LOADING OF ALL POPULAR GAMES FOR USE WITH YOUR COMMODORE C64 AND C128. AVAILABLE FROM YOUR NEAREST DEALER...
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WONASTOW ROAD
MONMOUTH
GWENT
NP5 3AH
Mills

ROGER
FRAMES
buys
Budjit Games

We have good news and bad news for you. After Roger's appalling behaviour last time around, we managed to talk him into coming back this month. He has however now gone to camp outside Lewis's in order to be first in line for the January sales. But don't worry, we managed to find a last minute replacement in the form of Roger's mum, Edith. Take it away Mrs F...

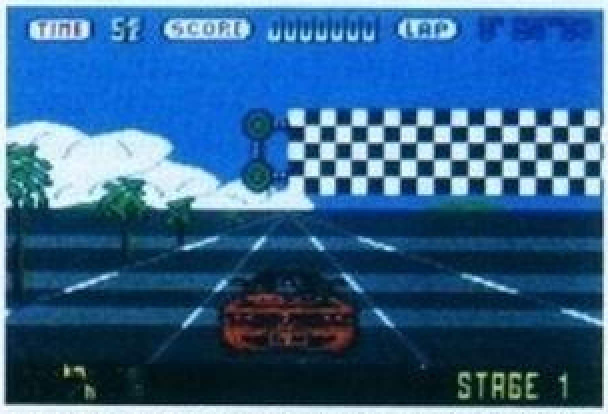
Thank you young man, now let me see, though I love my Roger dearly, it must be said that at times he can be a tad miserly, so it is with pleasure that I can give good spending advice to all you lovely readers out there. Andy (he's such a nice young man) will review each game and then I'll cast my pearls of wisdom at the end.

MRS. F

OUT RUN

Kixx £2.99

Mention the name *Out Run* and everyone should immediately know what I'm on about. If not, where on earth have you been? *Out Run* was originally a coin-op that took the arcades by storm. This was due in no small measure to the fact that the graphics were astounding (at the time) and the steering wheel had extremely realistic feedback (it even juddered if you strayed from the road). When this monster was converted for the home it was given a slating which, looking back, was a bit unfair. People's hopes were too high, methinks. Now that it's a budget title it really does represent pretty good value.



I think possibly we should have turned left out of Monkton Farleigh and straight on at Nempnet Thrubwell

The idea of the game is to drive through one of five courses – each of which contain five sub-stages – armed only with a Ferrari, your skill and a piece of rampant totty in the passenger seat *(Commodore Format would like to stress that the phrase 'rampant totty' should in no way be seen as a sexist comment, rather that it attempts to convey a complimentary description of one of the game's characters – Ed).*

When the starting lights turn green, shift into first gear and put your foot to the floor (this will do nothing whatsoever, so you'd be well advised to push the joystick forward instead). When the rev counter turns red, shift into top gear. All that remains is to negotiate the various tracks and complete the course. This is made difficult by the sheer volume of traffic and the undulations of the road, which sometimes prevent you seeing approaching corners.

Out Run does have it's faults and isn't an accurate conversion but then again anyone who thought it would be is out of his tree. It's fast, playable and looks good. What's more, it's a paltry £2.99.

FRAME RATE...

It reminds me of Sundays when we used to take a drive in the country – Lovely pictures *(we call them graphics, Edith – Ed)*. Yes this one gets 100%. N.B. The sanity adjusted rate for this game is

75%

THE GAMES – WINTER EDITION

Kixx £2.99

Many a multi-game Edition has been celebrated by Epyx in the past. Now they're getting a new lease of life via Kixx. The events in this one are as follows *(to be hollered in a Bullseye sort of fashion)*:

IIIIN ONE! The Luge: a speed test in an unbelievably fast bob-sled. Vaguely guide your sled around this curvaceous track to get the fastest time.

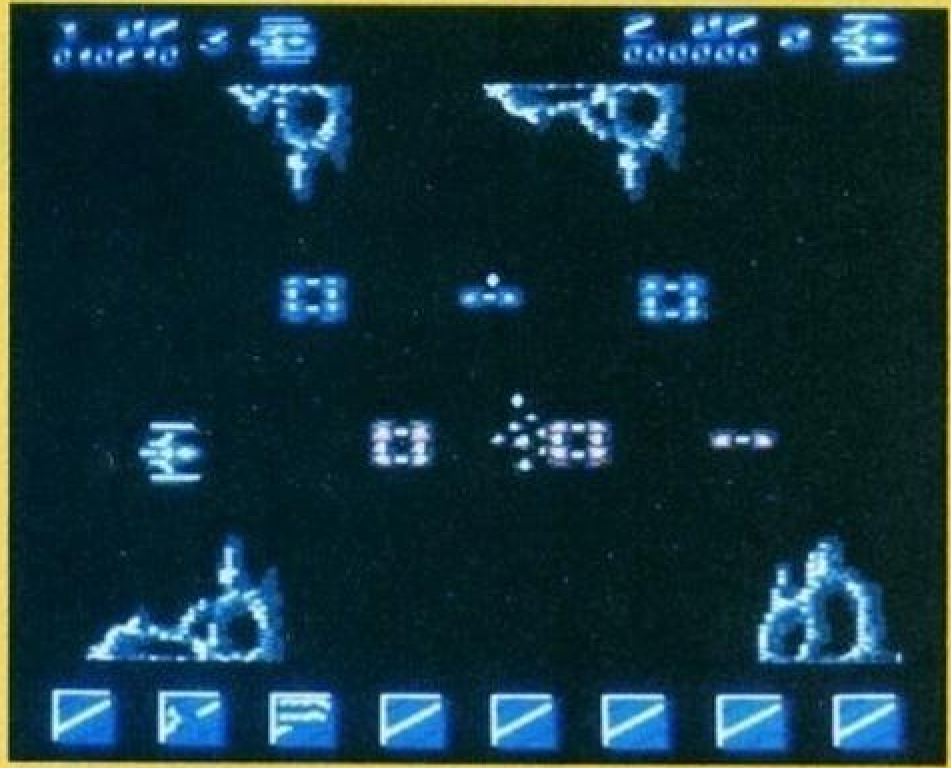
IIIIN TWO! Figure skating: choose the music, select the appropriate moves then get on the ice and make like Jayne Torville. Use your moves too quickly and you'll be left twiddling your thumbs till the music finishes.

IIIIN THREE! Speed skating: waggle your stick of joy left and right in order to propel yourself around the track at great speed. Rhythmic movements make it more a test of timing than stamina.

IIIIN FOUR! The downhill: position the four cameras strategically around the course then ski as fast as possible to the bottom of the course. You can use the 'tuck' manoeuvre to gain speed while constantly flailing your ski poles around to prevent a monumental head-first dive into the snow.

DELTA

Kixx £2.99



Don't be fooled by the screenshot, this game is well tasty. The graphics may be simplistic but their smoothness and speed more than make up for it

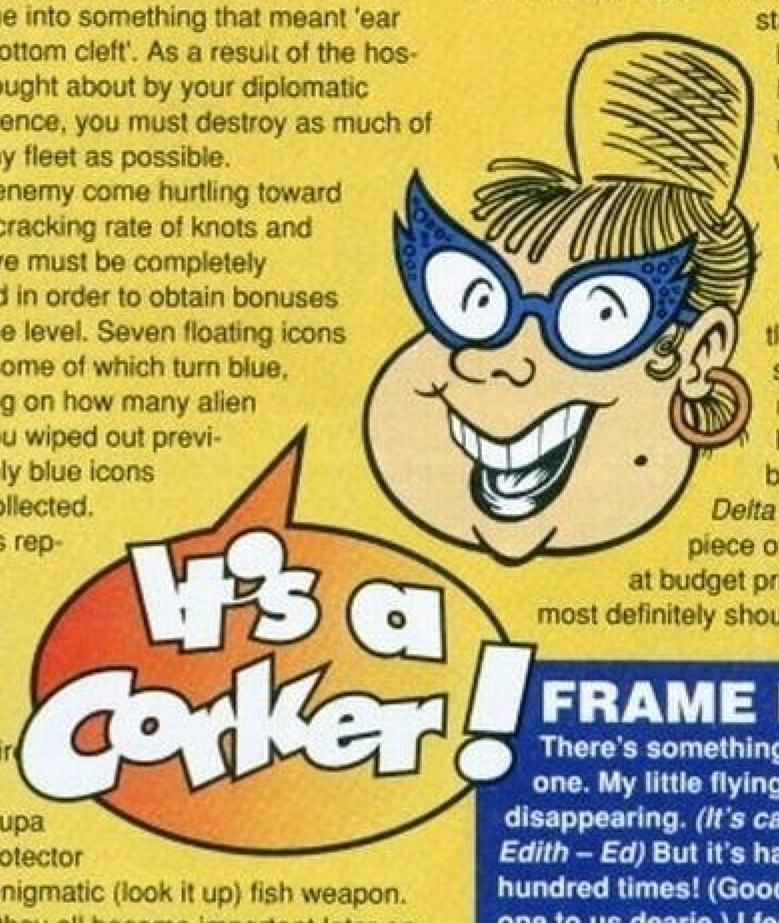
Delta was previously a full pricer and was quite a cracker. It is, as I'm sure you already know, a very fast and very polished shoot-'em-up. It's fairly straight forward but playability-wise it comes up trumps.

Terra, your homeworld, is in deadly peril from the ravages of the Hsiffan Khanate due to the fact that you incorrectly translated their name into something that meant 'ear sniffing bottom cleft'. As a result of the hostilities brought about by your diplomatic incompetence, you must destroy as much of the enemy fleet as possible.

The enemy come hurtling toward you at a cracking rate of knots and each wave must be completely destroyed in order to obtain bonuses later in the level. Seven floating icons appear, some of which turn blue, depending on how many alien waves you wiped out previously. Only blue icons can be collected. The icons represent various bonuses: extra speed, multiple fir bullets, warper, supa shield, protector and the enigmatic (look it up) fish weapon. Anyway, they all become important later on. For example, huge columns encountered later in the game can only be avoided if you have collected extra speed. The fish weapon, which is collected from the amphibians' planet of Zlot, will make your life a lot easier. (Just don't ask, okay?)

The end of each level produces a large guardian. Though they're easy as pie to annihilate early on, they become pant-soilingly powerful later. The graphics are small but beautifully animated and fill the whole screen. The border has been cleverly used to store information such as your vessel's status and the number of lives you have left. This makes the game very impressive looking.

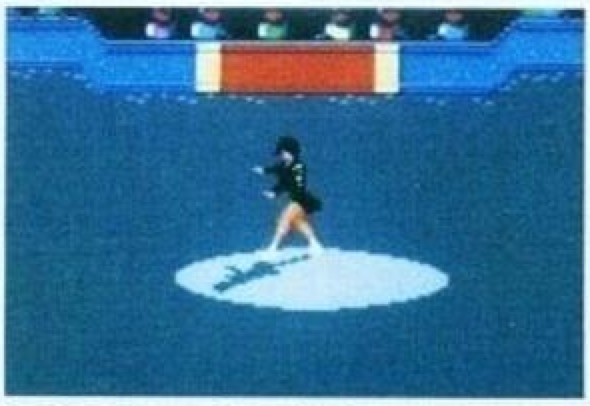
The only negative points are that it can at times be a little too difficult and some stages are rendered impossible because of missed bonuses. That aside, *Delta* is an admirable piece of programming and at budget price it's a game that most definitely should not be missed.



FRAME RATE...

There's something wrong with this one. My little flying thingy keeps disappearing. *(It's called losing a life Edith – Ed)* But it's happened three hundred times! (Good Grief, leave this one to us dearie.) I feel a Corker coming on. If you hate shoot-em ups then steer clear but this one really does the business.

90%



And now curvacious Camilla will perform a fertility dance. *(Er, Andy, this is figure skating – Ed)* Sorry, my mis-skate, groan

IIIIN FIVE! The slalom: career down the slopes and deftly slip between the gates as you go. Alternatively, completely lose control and miss every single one.

IIIIN SIX! The ski jump: carefully position yourself as you plummet down the ramp, take off and move your arms to maintain level flight, then assume landing position – aaargh crunch.

IIIIN SEVEN! Cross country skiing: rhythmic joystick movements should ensure victory over the pathetic computer opponent. This event is a simple sprint type affair.

FRAME RATE...

Mere moments ago we were playing lovely summery games and now were plunged straight into winter. I blame Chernobyl. Still, it does give me a lovely warm Christmassy feeling, so it can have 98%. Happy New Year, everyone!

N.B. Groan, this is the winter of our discontent, for argument's sake let's give this one

55%

CALIFORNIA GAMES

Kixx £2.99

California: a place rumoured to have inhabitants of almost God-like beauty and sports of almost unbelievable banality. It is these 'games' have been bundled together in *California Games* from Kixx, and include such classics as skateboarding, surfing and footbag (footbag?).

You can practise the events or choose to compete in all or any of them. If you choose to compete in all of them, each one is loaded in turn: results are displayed at the end of each event and summarized together when you finish a session. You can also choose the number of teams against whom you compete. Either play alone or with up to seven friends.

The first event involves skateboarding through a half pipe. All you have to do is whizz back and forth across the 'pipe' performing flips and airborne turns without falling in a messy heap at the bottom. Good fun but incredibly difficult.

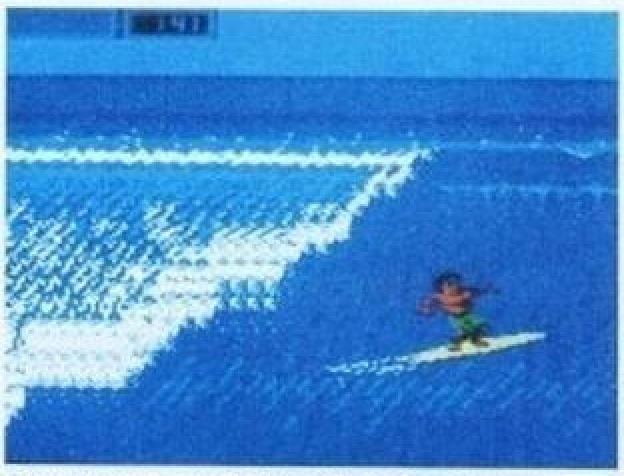
Event number two is the enigmatic foot bag. Obscure it may be, but it's a real hoot, too, Just keep the little bag in the air by repeatedly kicking or heading it (a bit like practising football skills with a bean bag). It's also possible to hit the seagulls occasionally flying past.

The third event is probably the most enjoyable of the lot. Surfing gives you a ticket to perform mindblowing leaps across the waves with the usual outcome being an ignoble plunge into the watery depths. This one is hard to beat.

Next comes the roller skating, a straightforward sprint on wheels in which you have to jump obstacles and perform stunts whilst completing the race in the quickest possible time. Think it's easy? Think again.

Onto the penultimate event which is BMX bike racing. The aim here is much the same as with roller skating. Complete the course as fast as possible and as stylishly as possible by pulling wheelies and jumping debris.

And so to the grand finale, the flying disk. By manipulating your character's arm and setting the power bars at the bottom of the screen, you must attempt to throw the frisbee as accurately as possible to the catcher at the other end of the screen.



Cowabunga, surf's up, wipeout, gimme a break. Don't these bronzed surfers make you heave? Even so, micro surfing's a real hoot

Each of the events are superbly done. The graphics are very pleasing and the gameplay can't be faulted. Where *California Games* falls really flat is in the inordinate amount of time it takes to load each event. As a cassette game it just doesn't work at all. How about a cartridge version, guys? It's really the only way to get away with this sort of game. As it stands, it can't be recommended. Steer well clear unless you have several days spare to spend loading it (never mind playing it).

FRAME RATE...

Bless my soul this takes me back a few years. *(Have you been to California then Edith? – Ed)* No, it just reminds me of our summer holidays in Great Yarmouth: sun, sand and a liberal helping of Mr Whippy's 99's. So because it's made me so happy I'll give it 99%.

N.B. Insurance companies employ loss adjusters, we have to employ dross adjusters. The adjusted figure is

55%

Others too numerous to mention

Kixx have also given us the re-release of *Barbarian II* as a budget title. Furious hack 'n' slash action as your character (either male or female) attempts to destroy the evil Draxx and all his minions once more. A polished game let down by frustratingly difficult game-play – 73%.

Mastertronic have this month released *Rugby Manager* on the unsuspecting public. Choose your squad, buy and sell players and watch each match unfold before your very eyes (not very enthralling to be honest). A neat game but simplistic and won't hold your interest for long – 40%.

Players Premier have also released *Havoc* this month. A decidedly average shoot-em up, which the cassette inlay describes as 'an incredibly realistic gunship simulation'. Ignore this and you have a fairly worthwhile blast but nothing to warm the cockles – 60%.

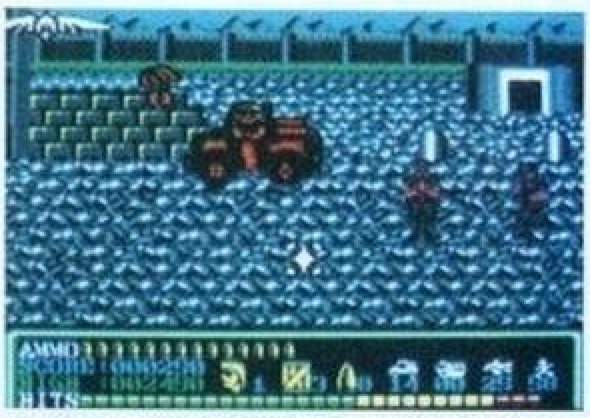
OPERATION HANOI

Players Premier £2.99

Hands up all those who liked *Operation Wolf*. I thought as much, loads of you. Is that because you're all sicko, mentally perverse war-mongering psychos with murderous intent? Yep, me too. In which case you may find this title of interest.

Your role in this game is to control a team of stealthy commandos whose mission it is to battle their way through three levels of frantic military mayhem and obliterate the hostile forces and obstacles in your path. You've got to survive to the end in order to destroy the super tank at the end. The backdrops scroll smoothly from right to left over which appear a variety of adversaries; foot soldiers close up and distant, armoured cars, planes (which are smaller than everything else for some reason we can't figure out) and attack boats on the jungle scenes.

In order to dispose of these beastly chaps, you have for your own personal use a machine gun and a smattering of grenades. To let fly with these wonderful toys, position the on-screen crosshair over the blighter you want to waste and press either fire for bullets or the space bar for grenades and keep blasting until there's nothing left.



Honey, I shrunk the piliot. Just look at the size of that plane. That crate on the parachute contains first aid, shoot it quick

Occasionally, a small parachute descends, bearing gifts such as extra bullets, grenades, first aid, gold, frankincense and myrrh *(I'm not convinced about the last three – Ed)*. If you have any intention of staying alive these should be collected at every available opportunity. You get enough bonuses to keep you going but, later on, you're usually down to your last round of ammo before it turns up. Nail biting stuff, eh?

Operation Hanoi is by no means spectacular. The graphics, while competent, are nothing to write home about but the game is very playable overall. Although there are only three levels, the difficulty more than compensates for the absence of more murder zones – without being annoying in itself. At budget price, *Operation Hanoi* has got to be worth a look at the very least.

FRAME RATE...

How delightful, when I put this little pointer over those litttle men they start waving at you and then fall over with glee. I really can't understand why people complain about violence in games so much. This one also gets 100%.

N.B. Oh lordy, take 40% off Edith's rating, please. The truth is that this one's worth

60%

IT'S TOUGH AT THE TOP BUT IT'S TOUGHER WHEN YOU'RE NOT SO HOT!

THE CHARTS

THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

FULL PRICE GAMES

Back into the top slot comes *Shadow Warriors*, backed up by Mirrorsoft's *Back To The Future 2*. The renewed interest in Robocop has seen Ocean's first conversion go clanking back up to number five!. Meanwhile, the caped crusader has slithered 11 places and could be out of the running for good – until it reappears in the budget chart when the sequel hits. Sneaking into the lower levels are two *CF* Corkers!, *Time Machine* and *Lords Of Chaos* – they both deserve to do well. Bubbling under is Electronic Zoo's *Subbuteo*: What will *CF*4's charts look like?

1	(2)	**SHADOW WARRIORS**	Ocean	
2	(20)	**BACK TO THE FUTURE**	Mirror	*CF* PowerRating 59%
3	(1)	**TURRICAN**	Rainbow Arts	
4	(15)	**EMLYN HUGHES INTER' SOCCER**	Audiogenic	
5	(11)	**ROBOCOP**	Ocean	
6	(10)	**FLIMBO'S QUEST**	System 3	
7	(3)	**CHASE HQ**	Ocean	
8	(7)	**MANCHESTER UNITED**	Chrysalis	
9	(17)	**WORLD CUP SOCCER '90**	Virgin	
10	(-)	**TNT Compilation**	DoMark	
11	(9)	**F16 COMBAT PILOT**	Digital Integration	
12	(=)	**FOOTBALL MANAGER W' CUP**	Addictive	
13	(18)	**GAZZA'S SUPERSOCCER**	Empire	
14	(-)	**DRAGONS OF FLAME**	US Gold	(*CF* PowerRating 57%)
15	(6)	**KICK OFF**	Anco	
16	(5)	**OPERATION THUNDERBOLT**	Ocean	
17	(-)	**TIME MACHINE**	Activision	(CF PowerRating 91%)
18	(4)	**VENDETTA**	System 3	
19	(8)	**INTERNATIONAL 3D TENNIS**	Palace	
20	(-)	**LORDS OF CHAOS**	Blade Software	(CF PowerRating 90%)

BUDGET GAMES

The Codies have got the budget scene pretty stitched up – especially since you lot all rush out and buy any old tosh, even when we give it a pathetic 35%! You won't learn will you...? New entries include *Quattro Super Hits, Hong Kong Phooey* and *Outlaw*. This month's off-the-bottomers include *Indy Jones And The Temple Of Doom, Impossible Mission 2* and *A Question Of Sport*. Biggest plummeter this month is *Summer Olympiad* from Micro Value which makes a rapid descent of 19 places and waves ta-ta to the charts forever.

1	(=)	**QUATTRO ADVENTURE**	CodeMasters	
2	(15)	**QUATTRO COMBAT**	CodeMasters	*CF* Frame Rate 75%
3	(5)	**SALAMANDER**	Hit Squad	
4	(-)	**GUARDIAN ANGEL**	CodeMasters	*CF* Frame Rate 35%
5	(-)	**RUN THE GAUNTLET**	Hit Squad	
6	(2)	**RASTAN**	Hit Squad	
7	(3)	**QUATTRO SPORTS**	CodeMasters	
8	(6)	**PAPERBOY**	Encore	
9	(4)	**FANTASY WORLD DIZZY**	CodeMasters	
10	(8)	**PRO BOXING**	CodeMasters	
11	(-)	**OUATTRO SUPER HITS**	CodeMasters	
12	(12)	**ROAD BLASTERS**	Kixx	
13	(7)	**DALEY THOMPSON'S OLYMPIC**	Hit Squad	
14	(-)	**HONG KONG PHOOEY**	Hi-Tec Software	
15	(11)	**4X4 OFF-ROAD RACING**	Kixx	
16	(=)	**RUFF AND REDDY**	Hi-Tec Software	
17	(13)	**PRINCE CLUMSY**	CodeMasters	
18	(-)	**OUTLAW**	Players	
19	(10)	**YOGI'S GREAT ESCAPE**	Hi-Tec Software	
20	(9)	**MATCH DAY 2**	Hit Squad	

CHART TALK

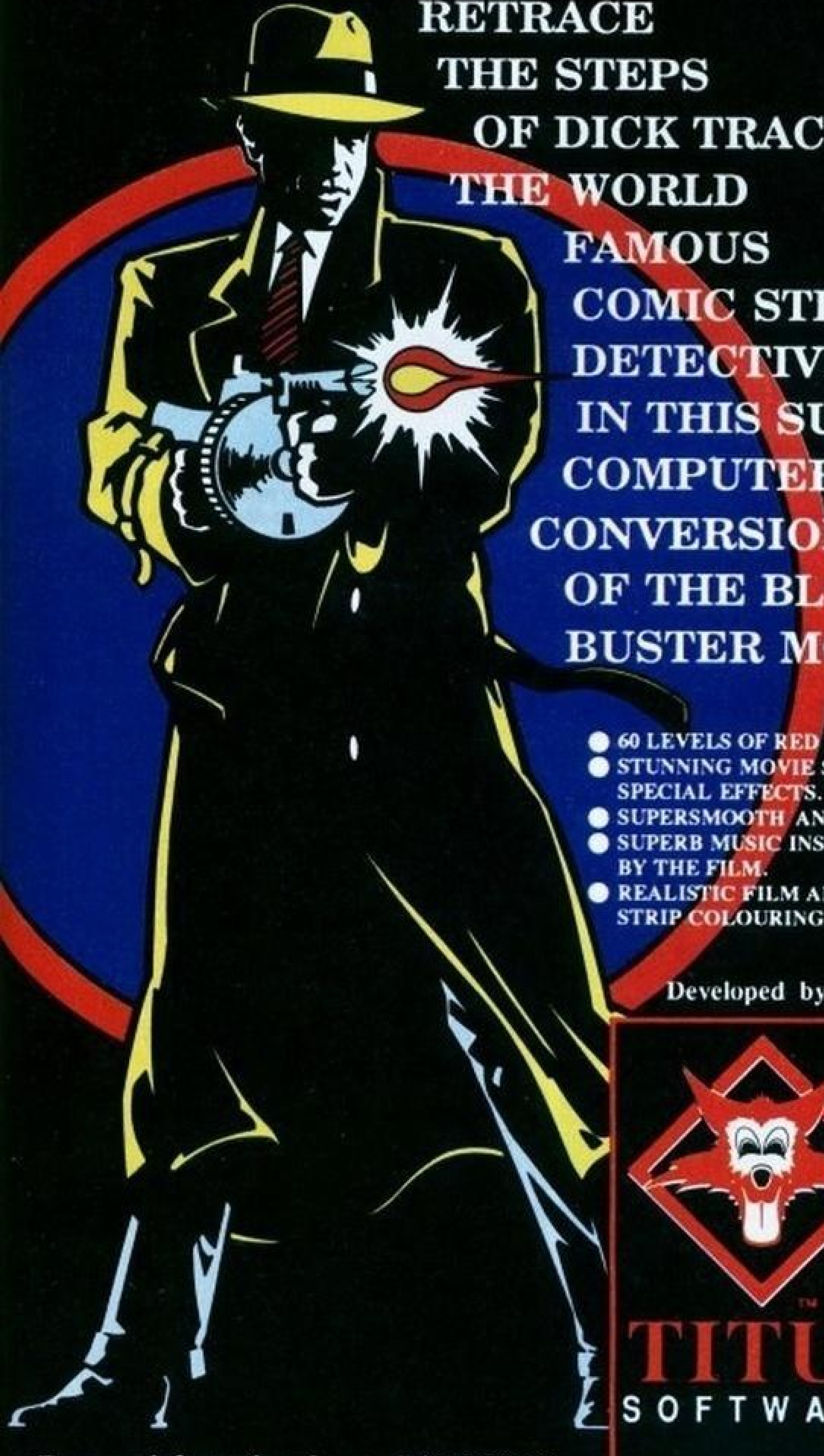
Full price software is £5.00 and above, while budget is anything which costs £4.99 or less. Last month's placing is in brackets, while the '=' sign means it hasn't moved, and '-' means it's a new entry (or it has re-entered the charts, jammy thing!). Those games lucky enough to have been reviewed by the *CF* team have their PowerRating next door, so you can see how it scored – and whether it deserves to be where it is!

THESE CHARTS ARE COMPILED BY GALLUP LTD. © EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD 1990

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM

DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!



RETRACE THE STEPS OF DICK TRACY, THE WORLD FAMOUS COMIC STRIP DETECTIVE, IN THIS SUPERB COMPUTER CONVERSION OF THE BLOCK BUSTER MOVIE.

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- STUNNING MOVIE STYLE SPECIAL EFFECTS.
- SUPERSMOOTH ANIMATION.
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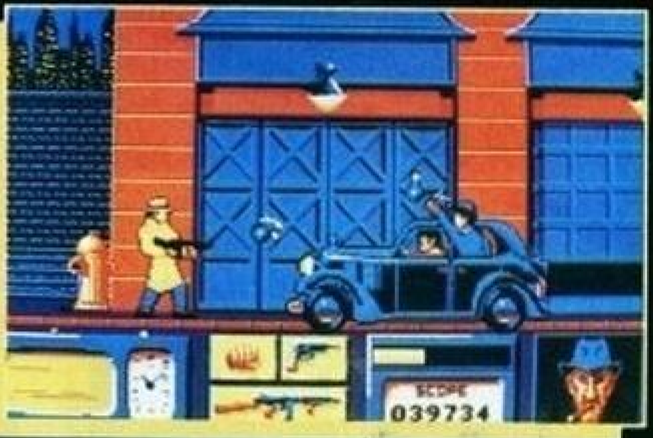
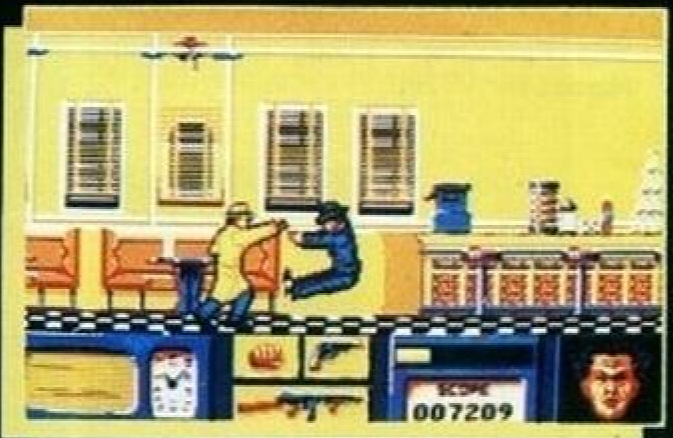
Developed by:

TITUS™ SOFTWARE

THE COMPUTER GAME

It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.





© The Walt Disney Company.

For more information please call 0268 541212

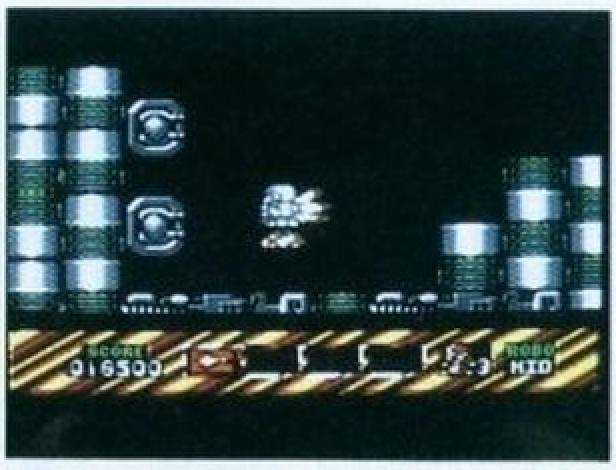
He's small, dustbin-shaped and runs on Uranium 236. Straight out of University, it's his first job. But will it be his last? Take a skid with the 'kid. He'll blow you away!

Atomic R

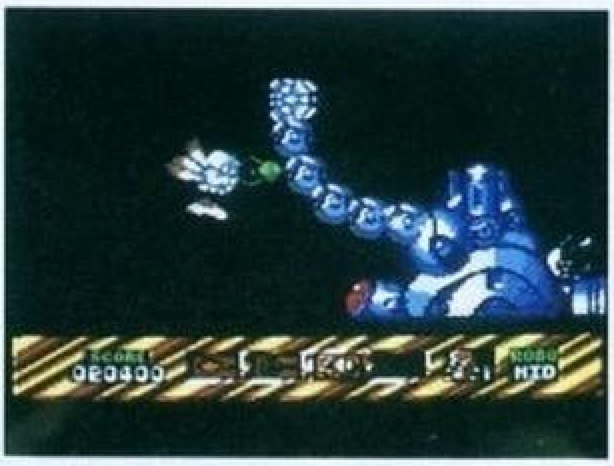
Well this is a turn up for my trousers. Instead of some cute lil' kiddy or dinosaur or wobbly blob, we've got a cute lil' robot-type, complete with teensy lil' blasters and a weensy lil' armoury of death-dealing nastiness. Um... well, maybe he's not that cute after all.

This particular foray into all things robotic centres around a Dusty Bin-type character called Atomic Robo-Kid, whose simple task it is to blast his way through 21 levels of arcade shoot 'em up mayhem. No well-worn plots in this one folks: no girlies to save or dictators to stop, just a wee robot – newly graduated from the University of Space Combat – and enemies a-plenty.

Each of the levels vary enormously, both in length and content, the first level being a straightforward left to right blast. Later on, though, levels also scroll vertically and often take the form of a simplistic maze, requiring careful manoeuvering of 'botty' as many hazards aren't visible until it's almost too late.



They may look like gun turrets but they are in fact doors to new levels. Mmm, decisions decisions...



Put that protrusion away missus, this is the first end of level guardian. It may look big and mean but, believe it or not, it's a wimp

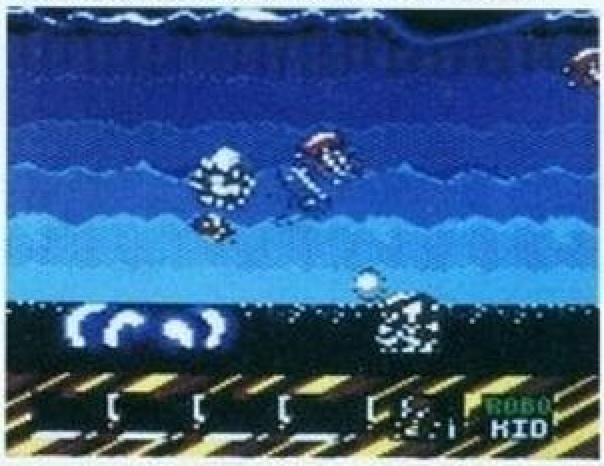
In total there are 28 levels, of which 21 are traversed in any one game due to some levels having a choice of more than one exit available. Within this framework there is a fixed pattern of play: shoot your way through three levels, then attempt to destroy the massive (and by massive we mean of comparable size to Stevie J's underpants) end-of-level guardian. These monstrous thugs are large metallic objects of varying shapes and sizes who have attached to their persons a number of gun turrets, each of which must be destroyed before a large red eye appears. Shoot this several times and the beast disappears in a puff of – well, not much really. It just sort of disappears. This method of destruction is simple in itself but is made more difficult by the presence of large waving tentacles and enemy fire. Job done. Er... not quite.

The aim is simple, kill or be killed

After polishing off each garguntuan guardian a head-to-head battle screen is entered in which you appear on the left, confronted by a similar mini-bot on the right. Predictably this metal mickey-taker is after your blood (or oil as the case may be) and so a quick shoot out is called for. Running up and down the middle of the screen are two moving asteroid belts which serve only to hinder the destruction of you or your adversary. The aim is simple, kill or be killed (I personally plumped for 'be killed' as I found the kill option to be far more difficult).

If this all sounds a bit soul-destroying, take heart: there are a sprinkling of different weapons to be collected and utilised as you see fit ('see fit' = blast like crazy). You start off with simple bullets, and can collect Three-Way Fire, Five-Way Fire (which only has limited range), a Big Fat Laser (I can't quite recall it's real name) and the Atomic Bomb which is arguably the most powerful one as it destroys enemy fire as well as vapourising the enemies themselves.

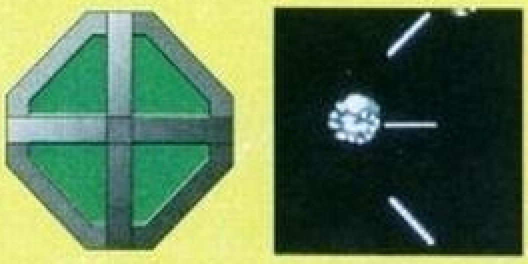
Occasionally a small metallic thing resembling a moth appears and when shot



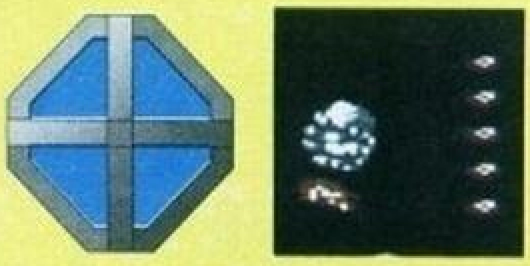
The scenery may be pretty but you can't afford to stand around admiring it.

Robo-weapons of destruction

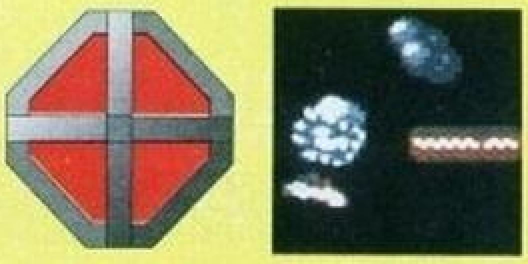
There are four weapons available:



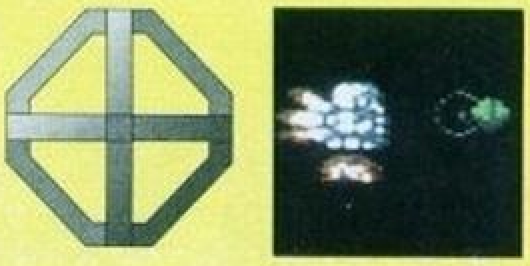
Three-Way Fire – green



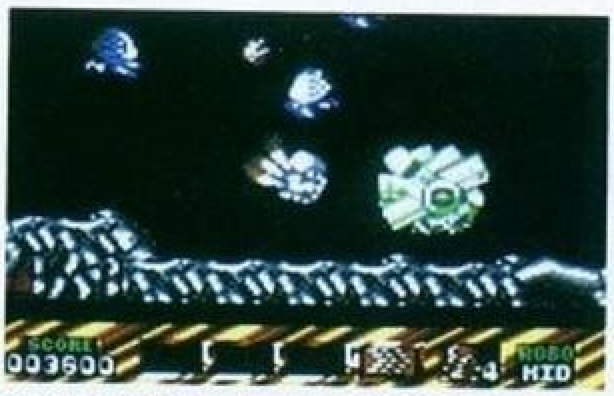
Five-Way Fire – blue



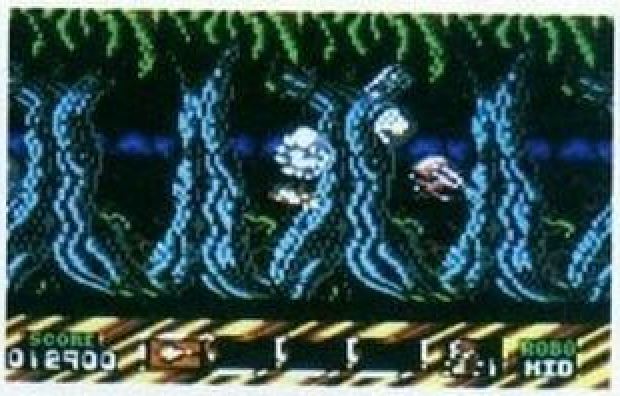
'Big Fat Laser' (Andy Dyer Crap Names Inc.) – red



Atomic Bomb – yellow

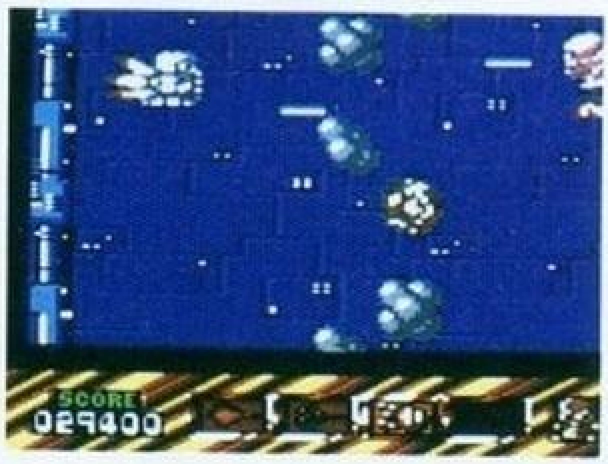


Yuk, looks like a heart... *BLAM!* So that must have been a heart attack



If you go down in the woods today you'll probably end up murdered

Robo-Kid



Come on man we're brothers, we should make peace not war... *FSHOOM!* Ouch, you little git... *Sheeeow BLAM!*

releases a pulsing orb. Shoot the orb and it changes colour, representing a different weapon and allowing you to collect only those weapons you haven't already got. Once these delights are in your possession you can select which one you wish to use by hitting the space bar.

Watch out for the giant spinning turbine fan

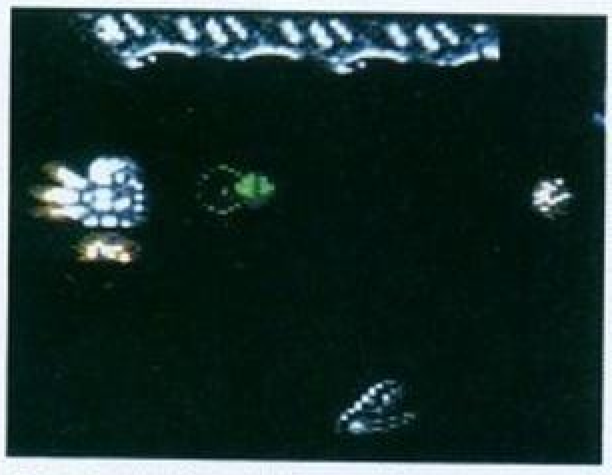
Unlike some shoot-em ups, each weapon comes into its own in different parts of the game, a good example being on level two. This section takes the form of a simple maze in which there are an obscene amount of little wall-based worms which fire at you. In order to get through the narrow corridors unscathed the 'Big Fat Laser' is a must. One final note about the weaponry is that whenever you lose a life, only the currently selected weapon is lost, so if you feel a bout of death coming on, quickly select the weapon that you least want to lose. A delightful option if ever I saw one.

All in all, *Atomic Robo-Kid* is a pretty stonking game; in fact *It's A Corker* (though only just). The sound is gorgeous with the theme tune courtesy of Martin Walker (see *CF*1 for a feature on the man himself). Graphics, too, are a pleasure to behold. Almost all of the 28 levels are different graphically and superb use is made of the 64's colours in the backdrops. All the sprites are well animated and the end of level guardians are both massive and wonderfully detailed. Watch out for the giant spinning turbine fan, it's a real visual treat. Some of the larger sprites flicker badly when the screen gets busy but to dwell on this would be to make a mountain out of a molehill.

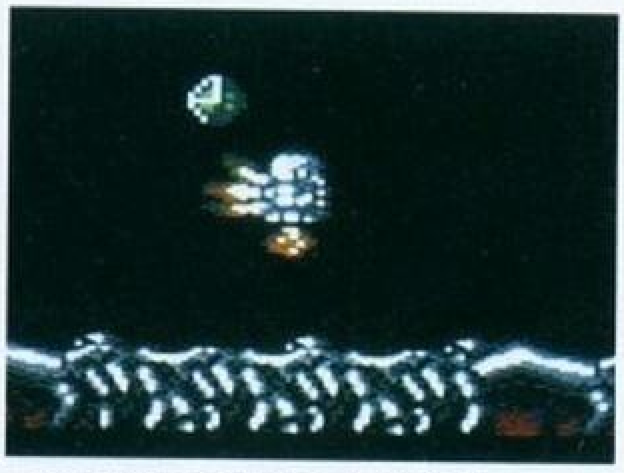
Playability? There's oodles of it. The game is not annoyingly difficult but without caution and acquired technique progress won't be forthcoming. A particularly good feature is that none of the nasties actually kill you on contact – only their weaponry causes you harm, which means that when you die it's because you've been a total berk, hanging around the opposition instead of blasting them to pieces.

All that remains is to say, grab your Robo-Wallet, extract a healthy wad of Robo-Cash and rush out and Robo-Buy it now.

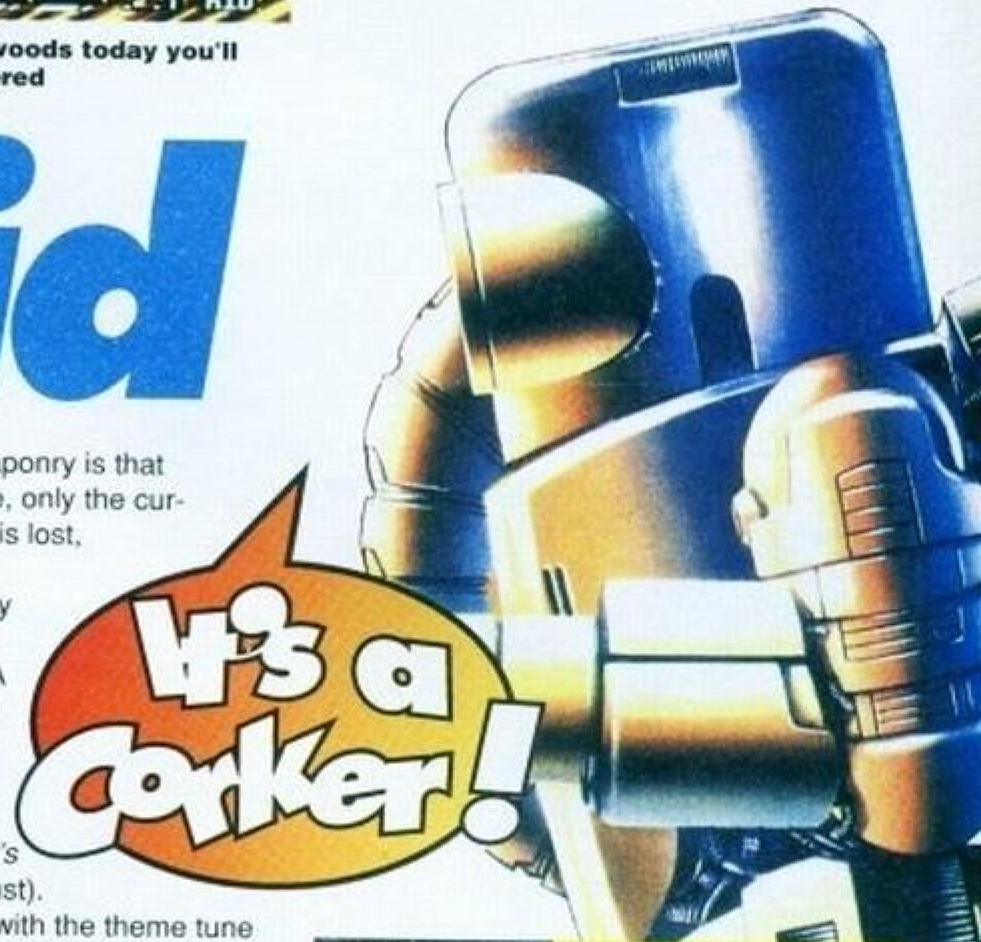
STEVE



One shot and the little grey insect releases an orb which gives you extra fire-power...



...and sure enough, there's that orb. Different colours mean different weapons


It's a Corker!

Game	**Atomic Robo-Kid**
Maker	**Activision**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Nasties flicker on busy screens

100

90%

- Varying structure of each level prevents complacency on the part of the player
- Variety of beautiful backdrops considerably enhances the game.
- It's as pretty as it is fun.
- Only enemy fire is harmful, it's no less difficult, but it isn't frustrating either.
- 28 levels? Phwoar!
- One on one sub-game is a great bonus
- Huge end of level baddies test your tactical ability
- Choice of weapons is not cosmetic. A careful choice of which to use or lose can – and often does – save the day

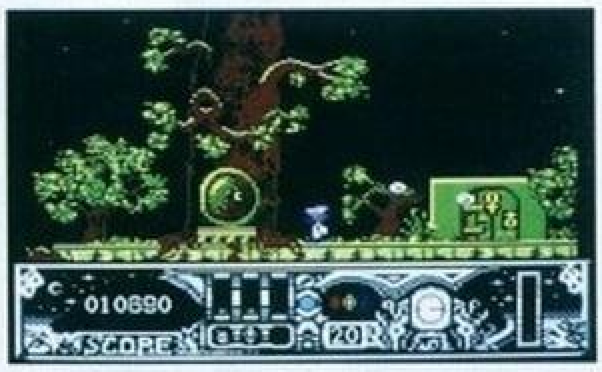
0

... AND THE UPPERS

TWINWORLD

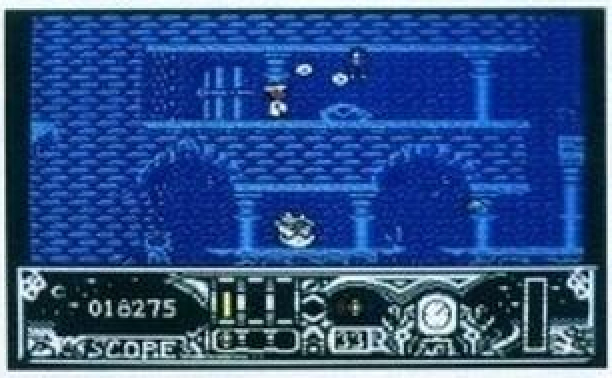
Apparently there was this sacred amulet that was stolen by the evil druid, Maldur. And legend said that the last surviving Cariken, who went by the name of Ulopa, would retrieve the amulet thus restoring peace and prosperity to the land. So Maldur used up his remaining power in trying to destroy the amulet but only succeeded in breaking it up into twenty three pieces. So Ulopa has to reassemble it whilst trying to evade the druid's vile minions. And that's where you come in.

Not so much an evil creature as a spiky bringer of haphazard death



My, what big trees you have in *Twinworld*. I'd better just go through this dooway in case it's conker season

The game is divided into five-level segments. After four levels in one scenario type a bonus level appears in which you can collect extra weapons and credits. This continues until each piece of the amulet has been collected. Then and only then do you get to travel through the heartland to do battle with the evil druid. If by the time you reach this stage you have not amassed the maximum amount of weaponry, the fight against evil will be all but lost.

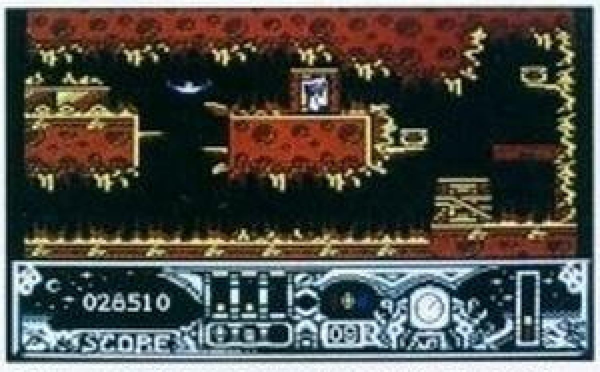


Well it's nice and warm in here – not a bad colour scheme either. But I'm not exactly being made to feel welcome

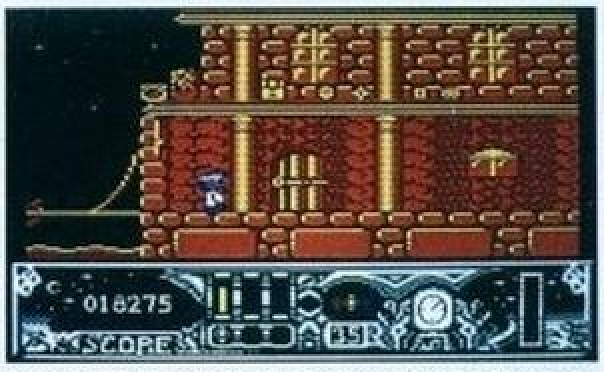
Initially you have three very similar weapons at your disposal in the form of types of orb which behave in different ways when you throw them. Deciding which type to use in a given situation is what much of the game is about.

Monsters are not impressive in their abundance but each type performs a different kind of attack and has been positioned to serve a very specific strategic role. In many parts of the game it is vital to know a creature's attack method and how to combat it, in order to progress through a sub-section which might otherwise be missed. There are eight creatures in all: the Goulou which simply ploughs into you, the Green Goulou which is much more cunning, the Argous which vary in intelligence and either fly around randomly or make a bee line for you, the Gobe-Mouches which are, in effect, crocodiles, the Othous (not so much an evil creature as a spiky bringer of haphazard death), the Bothria which fragments into four pieces when shot at, the arboreal Hiboussa which leaps from trees and finally the Boa, a large tree snake who sways menacingly then bites you to death. Non-biological hazards include, fiery pits, vertical flame-throwers which threaten to toast your buns, and large statues which kill you for no apparent reason.

Each time you kill one of these social outcasts, a bonus item appears. Most of the time it'll just be an extra credit but now and again you get extra lives, springs to make you jump higher, extra time or flutes. Flutes are used to summon magicians who can sell you items that may be of use in exchange for the credits you've picked up. There are other bonuses available which we have still to discover for ourselves. Don't you just love a mystery?

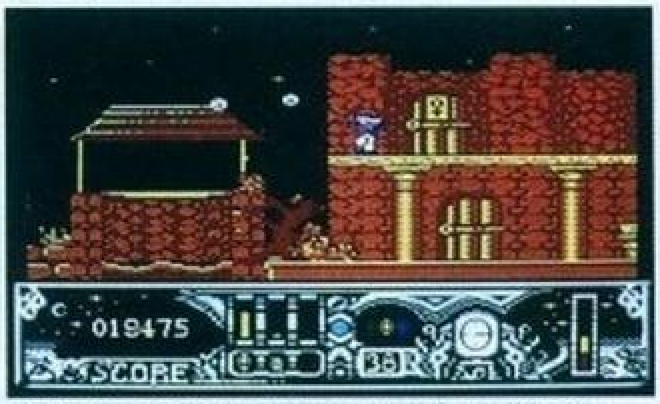


Aha – a split level arrangement. My host must have excellent taste in interior decor. Shame about the exotic pets...

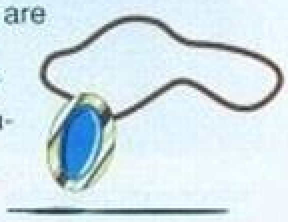


Now this is my kind of place, lots of peace and quiet. If I didn't have an evil druid to sort out, I could happily settle down here

Twinworld gets more and more complex, requiring a huge amount of puzzle solving and map making. The sprites are excellent. When your character changes direction, he skids to a halt Chaplin-style, turns around then continues on his way. The disappointment with *Twinworld* comes from the lack of variety early on. While you travel through complex castles and underwater levels later on, the first eight sections are all much the same. That said, *Twinworld* is a highly playable and highly recommended game.



Well, I've got plenty of ammo left so I'll see what happens when I lob a couple of bouncing orbs off the edge. Wheeee!



ANDY

Game	**Twinworlds**
Maker	**Ubi Soft**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Early levels use similar graphics
- Insufficient increase in difficulty on first few levels

100

83%

0

- **Excellent animation, especially on the main character**
- **Small number of strategically designed and placed enemies makes the puzzle element brain teasing but not repetitive**
- **Layout of levels ensures you'll be puzzling over some of them for a very long time**
- **Wide variety of collectable bonuses means you never get bored of the challenge**
- **Movement of character and generally addictive game play ensures a long lasting interest**
- **Well weird weaponry**

...AND THE UPPERS

TEENAGE MUTANT HERO TURTLES™

THE HEROES IN A HALF SHELL™ ARE COMING TO YOUR COMPUTER SCREEN!

THE COMPUTER GAME, AVAILABLE MID-NOVEMBER ON PC, AMIGA, ATARI ST, C64, SPECTRUM & AMSTRAD 464.

IMAGE WORKS

KONAMI

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Meanwhile, somewhere in the city, a dramatic scene is being played out on a concrete stage. And it has a familiar cast...

PP: Peter Parker, shy, retiring book-worm who in his spare time is none other than the wall-crawling superhero, Spiderman.

FT: Flash Thompson, the high school jock. Big-headed, bullying and obsessional fan of our friendly neighbourhood web-slinger.

JJJ: J. Jonah Jameson, arrogant editor of the Daily Bugle where Peter Parker is a photographer. JJJ is a hater of all things spider-like.

Scene 1: The sidewalk, outside the offices of the Daily Bugle. Peter Parker (alias the Amazing Spiderman) bumps into his old school colleague Flash Thompson...

FT: Why the long face, Parker you wimp?

PP: Old Jameson told me not to give any more coverage to Spidey. Says he's old news and a menace to society.

FT: Why that old fool, it's about time he realised that Spidey is the best thing that ever happened to this city. That's my hero he's insulting, why I oughtta wring his n–

PP: (*Thinks – If only he knew that puny Peter Parker is, in reality, the Amazing Spider Man – the shock would kill him.*) I take it you disagree with JJJ then, Flash?

FT: You bet your ass I do, and so do most other people in this city, or else why would Empire be writing a game based on the guy?

PP: Really? (*Thinks – First I've heard of it!*) Tell me more.

FT: Get your head out of the sand, Parker! Everyone knows about it. The player takes the role of Spidey and can do all of those really neat moves that the big guy himself can do. Y'know... crawling across walls and ceilings and stuff.

PP: What about the web-slinging, can you do that too?

FT: Are ya kidding? Course you can. You can shoot a line in eight directions which lets you climb up to the roof or swing from web to web. It takes a bit of getting used to but when you do, geez, it's just like the real thing. I guess...

PP: So what d'you have to do then?

FT: Well, y'remember Mysterio?

PP: (*Thinks – Do I ever!?*)

FT: That weird dude's returned and kidnapped this piece of skirt called Mary Jane and taken her to his hideout. You'd think It'd be a piece of cake for Spidey to get her out but Mysterio is a master of illusions and has rigged up a whole lotta traps to stop him.

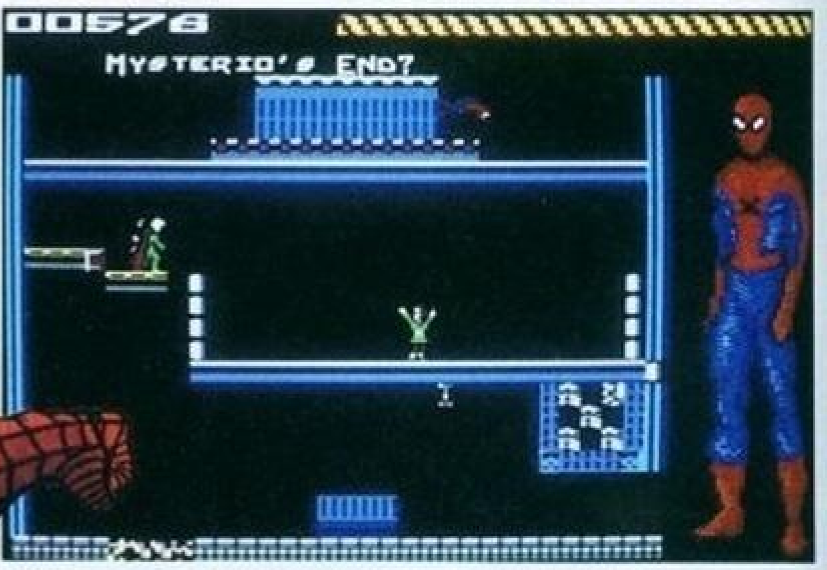
PP: Sounds like Mysterio's style alright.

FT: What?

PP: Oh, nothing.

FT: Anyways, each level is like, in the style of an old movie. Y'know monsters, mummies, spaceships, that kinda stuff

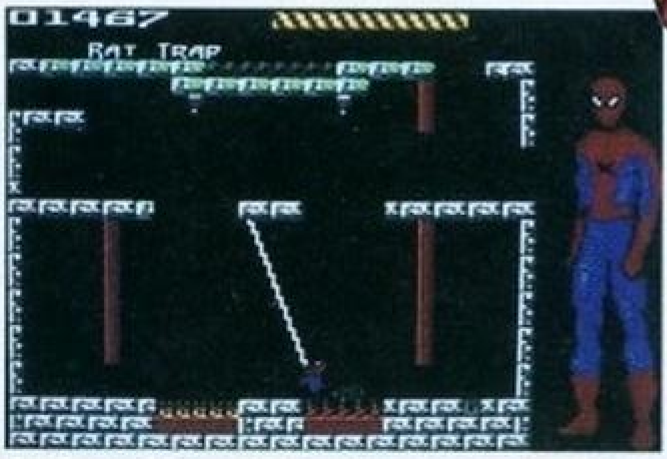
> **Mysterio is a master of illusion and has rigged up a whole lotta traps to trap him**



Wot a tease. You can see Mysterio's room very early in the game but can't actually get to it... Drat and double drat

The Ama
SPID

Bitten by a radioactive spider, Peter Parker now exhibits the strangest of habits, like walking on walls and wearing blue and red together! Does this man have no dress sense? Our fashion correspondent investigates



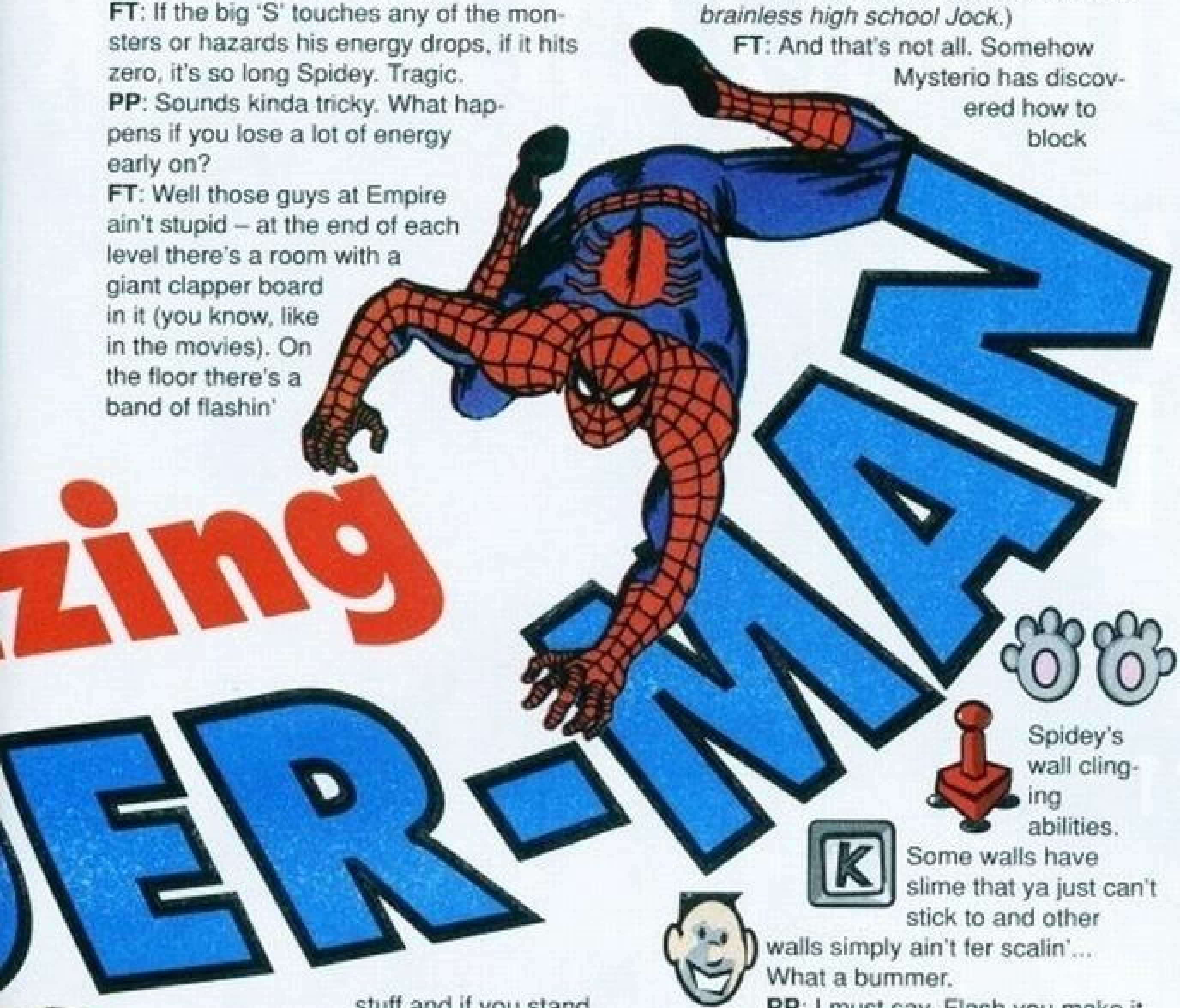
Ouch ooyah! Toasted buns all round. And if the fire doesn't 'bite' yer bum, the giant rats will. This is where your web fluid comes in handy

Does whatever a spider can?

In a shock exposé, *CF* decided to ask some probing questions about this so-called 'spider' man, who claims that he can do whatever a spider can. Or can he?

- For instance, does he eat flies? We think not.
- How many legs has he got. Not eight, that's for sure.
- And eyes? Just the two, it looks like.
- When was the last time you were afraid to take a bath because of the large blue-and-red garbed figure crouched menacingly over the plug hole?
- And the clincher? Does he lie in wait for criminals to walk into his web, so he can suck their insides out? Er... nope.

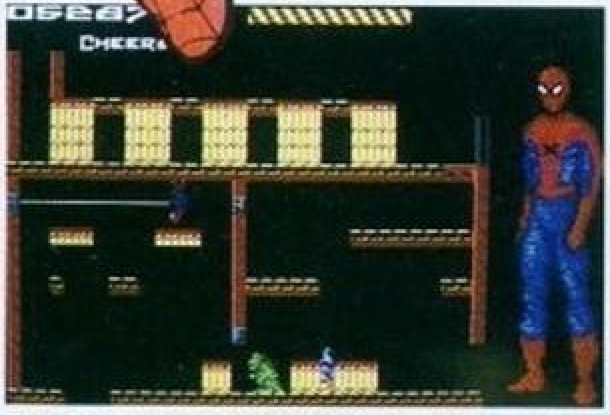
So there you have it. Proof that Peter Parker is a fraud. Or is it? If you want to know more (and we think the people should be told) check out the Spidey demo on the *CF* PowerPack tape. It's a stonker!



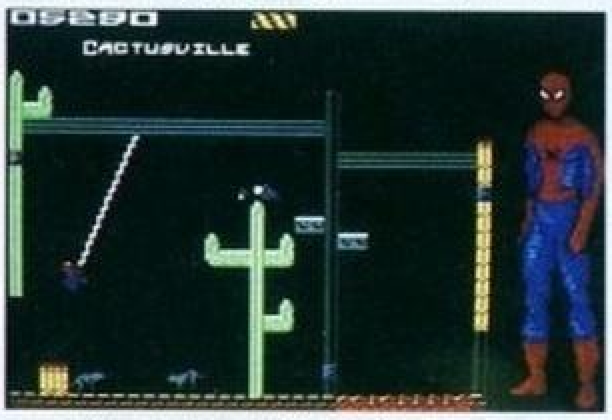
and Spiderman only has limited energy.
PP: (*Thinks – Don't I know it!*)
FT: If the big 'S' touches any of the monsters or hazards his energy drops, if it hits zero, it's so long Spidey. Tragic.
PP: Sounds kinda tricky. What happens if you lose a lot of energy early on?
FT: Well those guys at Empire ain't stupid – at the end of each level there's a room with a giant clapper board in it (you know, like in the movies). On the floor there's a band of flashin' stuff and if you stand on it long enough it'll put you back to full strength. Clever huh?
PP: Not bad. Tell me more about the traps.
FT: Mysterio may be mad as a prairie dog but ya gotta hand it to the guy, he knows how to make life difficult for the web-slinger.

Some rooms are fairly easy: press a button here, shoot a web there. But later on the rooms are filled with buttons and blocked passages – not to mention bad guys. Sometimes you gotta press a certain button, travel several screens, press more buttons, then when you get back to the room you started in you'll find bits accessible that weren't before. Phew!
PP: (*Thinks – Not a bad description from a brainless high school Jock.*)
FT: And that's not all. Somehow Mysterio has discovered how to block Spidey's wall clinging abilities. Some walls have slime that ya just can't stick to and other walls simply ain't fer scalin'... What a bummer.
PP: I must say, Flash you make it all sound very impressive.
FT: That's 'cause it is, weakling. It's gotta be the greatest thing ever seen on the 64.
PP: Watch out, Flash. JJJ's coming.
JJJ: Buzz off, kid and stop buggin' my staff.
Flash scurries off.
PP: You were a bit rough on Flash weren't you, sir?
JJJ: Wise up, Parker. You oughtta know better than to believe everything that jerk says. I've seen the game and it seems to me that the game ain't all that it's crack'd up to be.
PP: What do you mean?
JJJ: For one the graphics are almost as puny as you. Okay, so the main sprites are well animated and the Spider sap's moves are great, but the backdrops are fairly weak.
PP: But surely playability makes up for it?

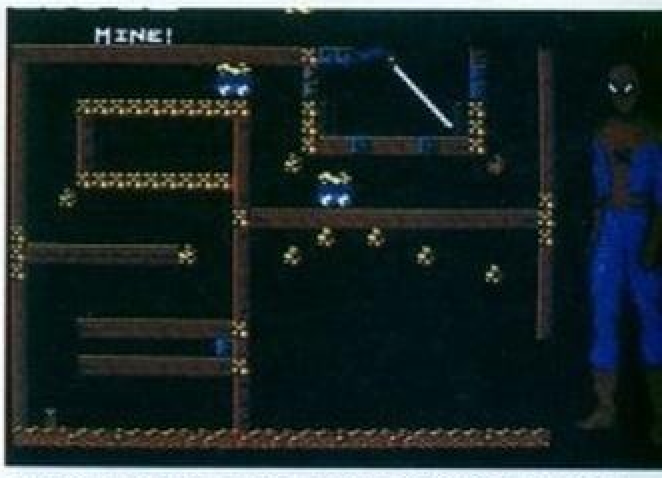
> **Some walls have slime that yer just can't stick to and other walls simply aint fer scalin'**



RAARGH! That's not a polite after dinner belch, it's monster talk for 'I eat spiders before breakfast sucker.' Yoiks!



So that's what Mysterio meant when he said come round and see my puppies. Erm, nice doggie? Wuf, wuf? Help!



Living in a box, remember them? That's what you'll be doing if you don't press these buttons in the correct order

JJJ: Yeah sure. The puzzles would keep me busy, let alone Spiderbrain, but it can get kinda repetitive later on. And with no save game feature it can really rattle your cage if you die and have to go through the whole damn thing again!
PP: So you don't think much of it then?
JJJ: Let's face it, Parker, anything with that web-slinging loser in is a non-starter.
PP: (*Thinks – It seems to me that this is a pretty good game but does have its faults .*) So then, JJJ, any chance of a pay check this week?
JJJ: Parker, when you give me work worth paying for, I'll consider it. Now stop wastin' my time with that webbed freak and get on the job, sheesh! Amateurs.
PP: Superheroism. Who needs it?

ANDY

Game	Spiderman
Maker	Empire
Cassette	£9.99
Disk	£14.99

POWER RATING

THE DOWNERS...

- Lack of save game option makes the task long and arduous
- Plain graphics aren't over-appealing

100

79%

- Animation on Spidey is great – you'll believe a sprite can walk on walls!
- The fiendish puzzle element is well thought out and very nicely implemented
- Mysterio's complex is nicely mappable, so budding cartographers will have a field day
- The single load is a boon for cassette users
- The simple control method means that Spidey is responsive and easy to manoeuvre
- The mix of arcade adventure, puzzle play and dextrous dealings is very entertaining

...AND THE UPPERS

0

SOMEONE HAS STOLEN MY MIND MIND

SCHWARZENEGGER

STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...

TOTAL RECALL

AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.

THE EGO TRIP OF A LIFETIME

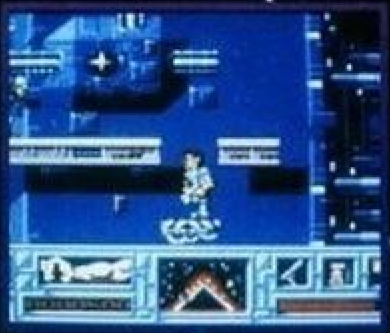
EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS. YOU DISCOVER THE SURREAL TRUTH -

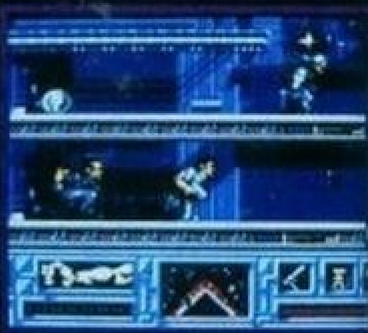
YOU'RE NOT YOU - YOU'RE ME

YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME PLAY THAT COMPLIMENTS THE SUCCESS OF THE

YEAR'S TOP MOVIE

...A NIGHTMARE
JOURNEY INTOTHE
21ST. CENTURY





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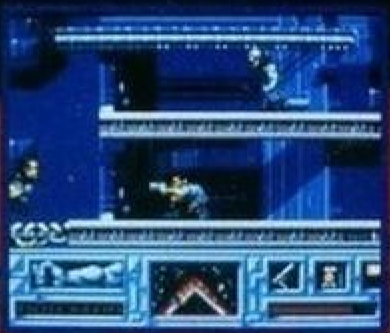
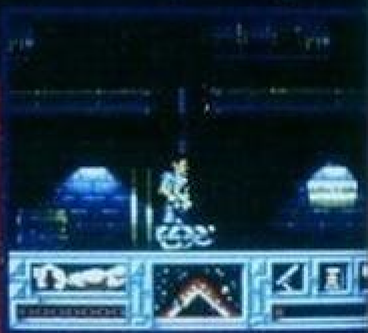




ocean®

NTRAL STREET · MANCHESTER · M2 5NS · TE

Andy Dyer – CF's answer to the Black Death – is back with another sackful of game hints and tips.

Yes, folks, its...

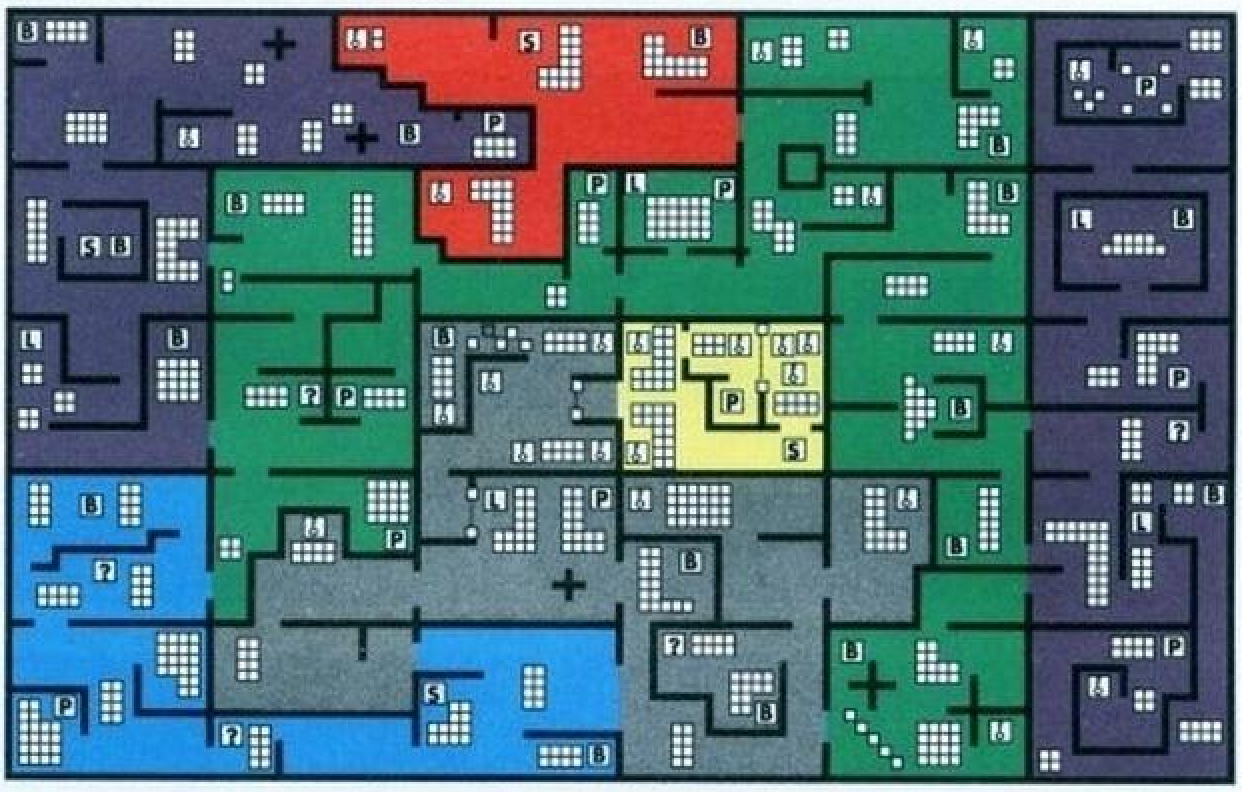
GameBusters

Yes, believe it or not, CF has actually stayed in business for a third issue! Not only are we still around but it's getting better and better – and the tips pages are no exception. Just flick through the next eight pages and see if you don't agree!

PIG TALES

Stop sniffing for truffles and have a butcher's at this. A map of the *Tom Thug* game brought to you by me, *Rubbishman* by Steve (all kneel) and both of them were lovingly drawn by our very own small but perfectly formed Lam Tang.

?	MYSTERY BONUS	⚷	KEY
P	PAGE PANEL	L	EXTRA LIFE
S	RANDOM SCORE	B	BONUS PANEL



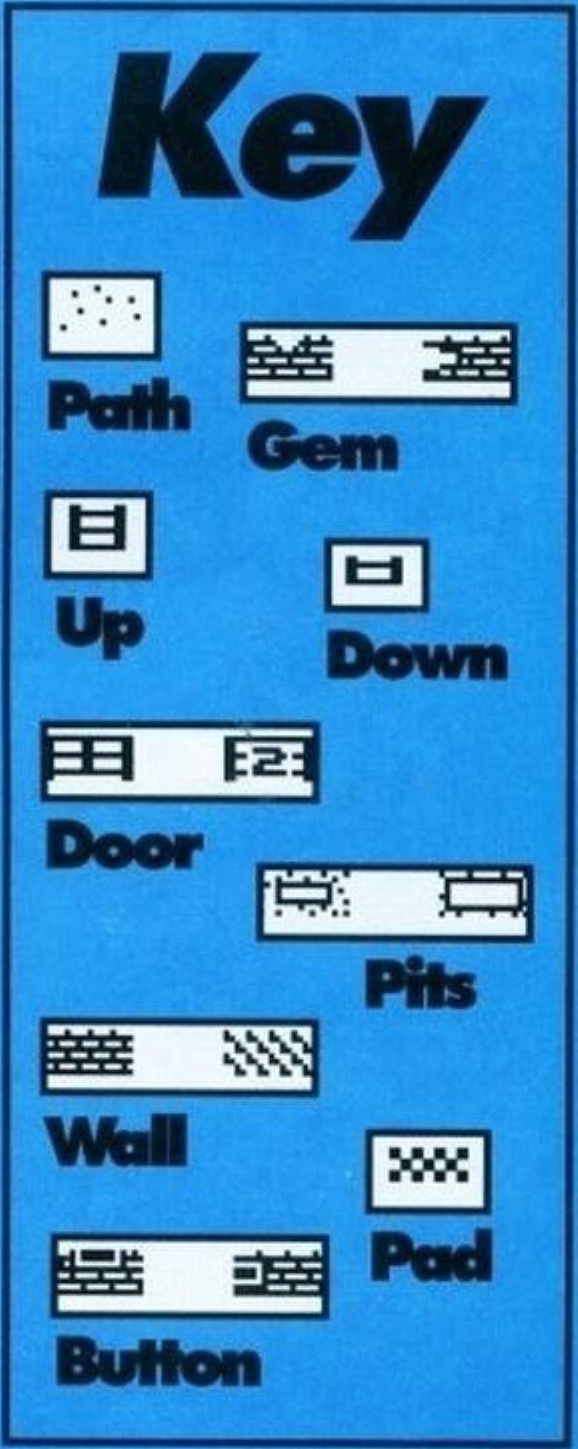
Don't worry we've not dropped the POKEs this issue, they've just been moved. You'll find them scattered throughout the next eight pages, and those with an 'R' in the corner can only be used if you have an Action Replay cartridge.

£100,000 Must Be Won!

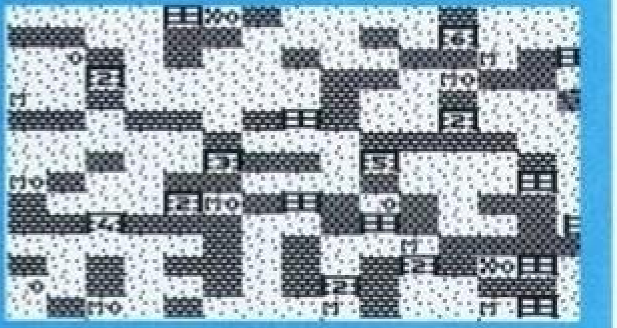
...But not in this mag. Never mind, we might not have lots of dosh but we can always find goodies for a deserving cause. Now we consider GameBusters contributors to be a deserving cause – and that could mean you. But we don't want any old rubbish for our glorious GameBusters section, oh no. So as an incentive, each month we'll give away some sort of 'prize' to the best submission. It might be a T-shirt, a game, mail order vouchers or, or... well, anything we happen to find in the damp and dark recesses of our Editor's armpits really (eh? – Ed). So get POKEing, writing and mapping as best you can. Scrummy prizes are just waiting to be popped in the post with your name on 'em!

BLOODWYCH

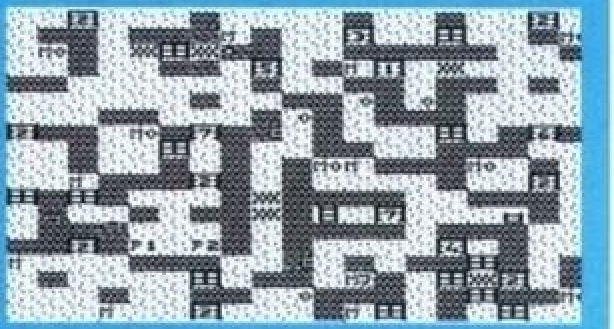
Our beloved Editor suffers from haemophobia, a fear of blood (AAAAARGH! - Ed), oops... So from now on we are unable to mention that word and will replace it with the word, er... sand. And so, it is with great pleasure that we present part one of the complete solution of *Sandwych*.



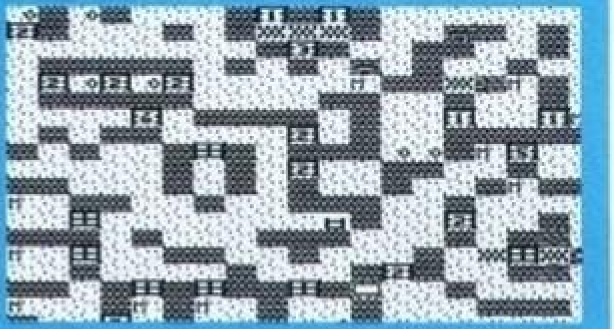
THE KEEP



LEVEL 0

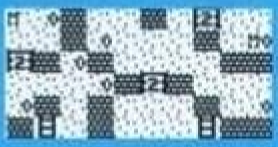


LEVEL 1



LEVEL 2

SERPENT TOWER



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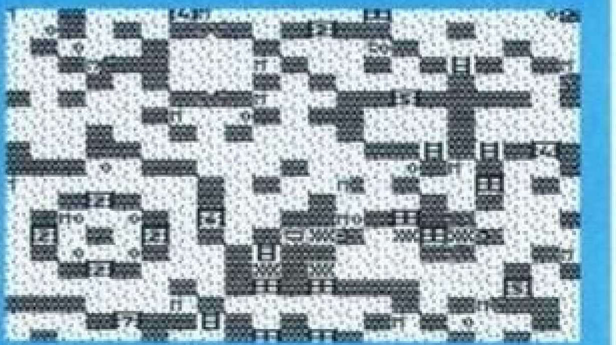
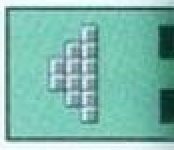


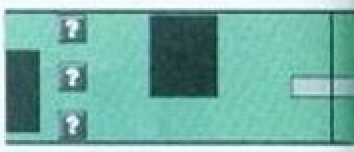
LEVEL 1

RUBBIS

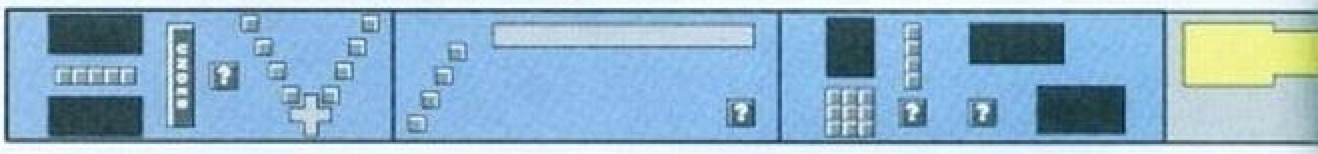
And to continue with the Pig Tales tips, here's a full map of the route taken by Rubbishman, with al the blocks, switches and traps. It's best to plan your route and then get someone to shout directions as you go!

ZO





ZONE 2



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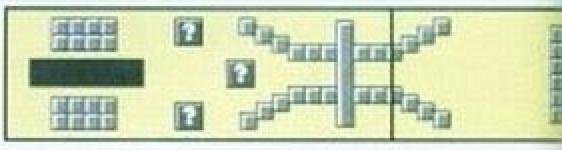

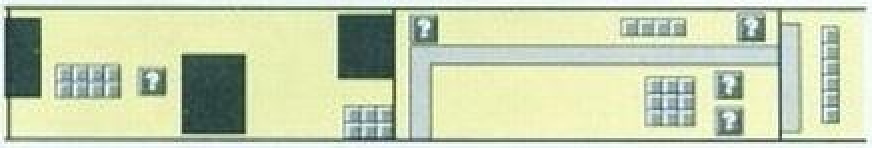

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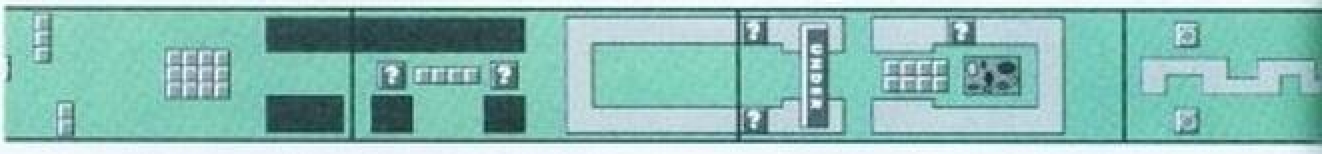
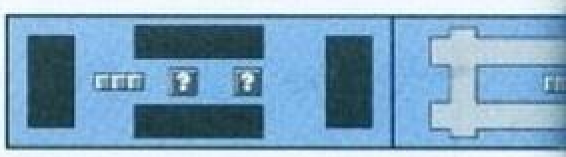
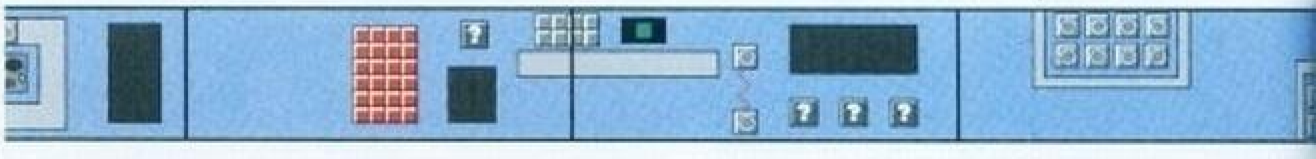
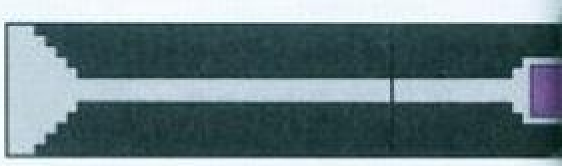


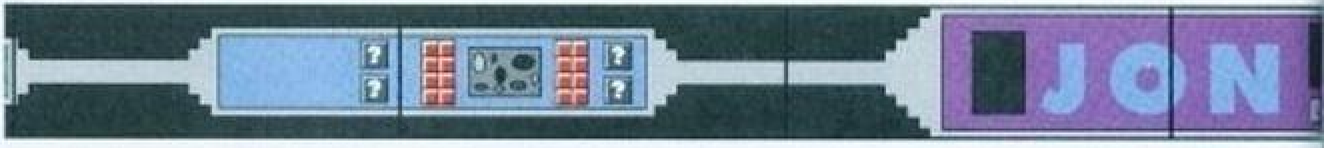
ZONE 5

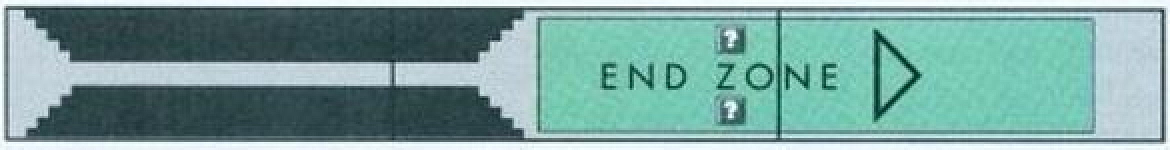




ZONE 6







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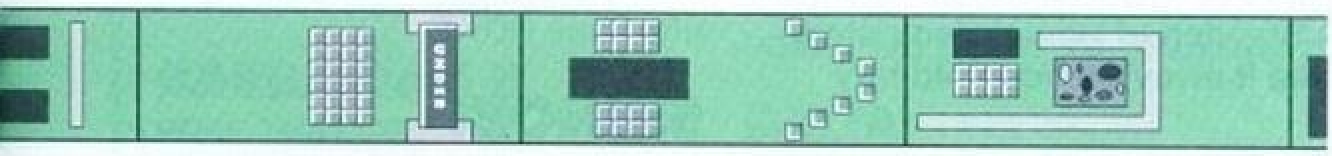
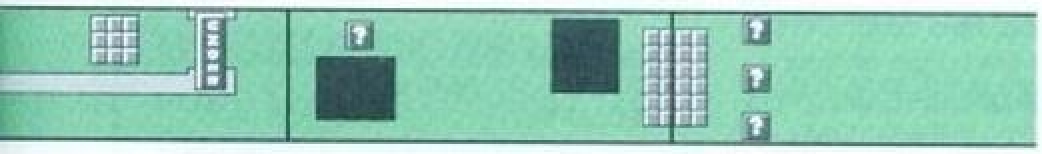
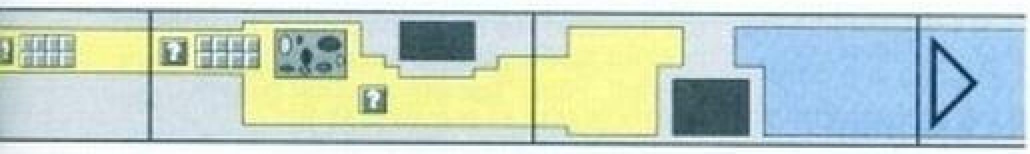
SHMAN

NE 1

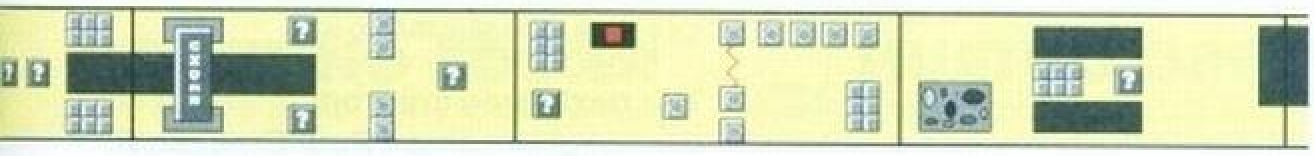




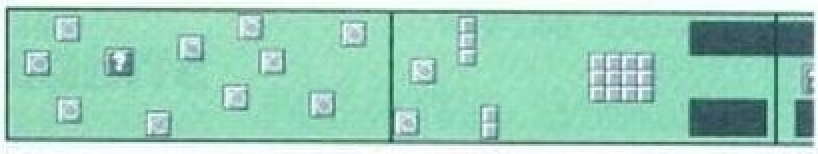
end of zone 1

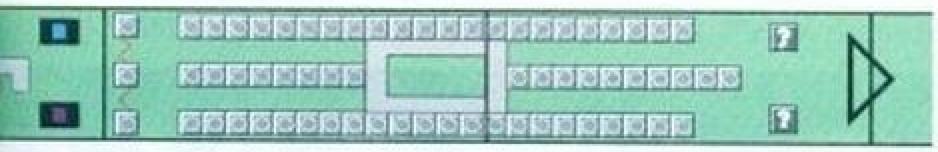


end of zone 2

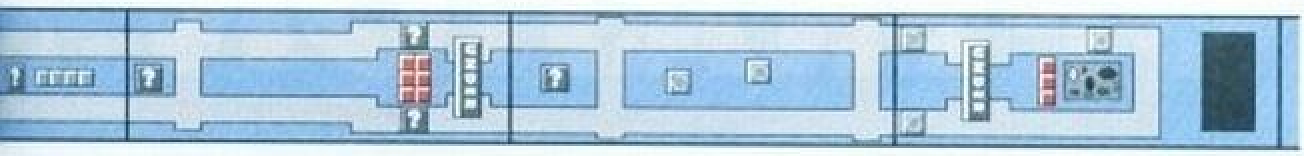


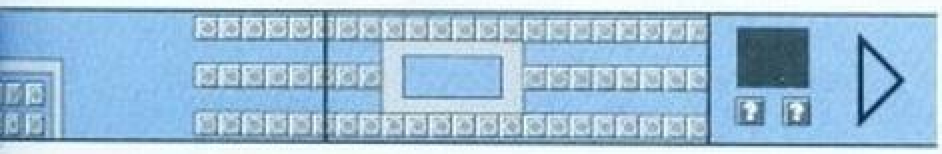
ZONE 4



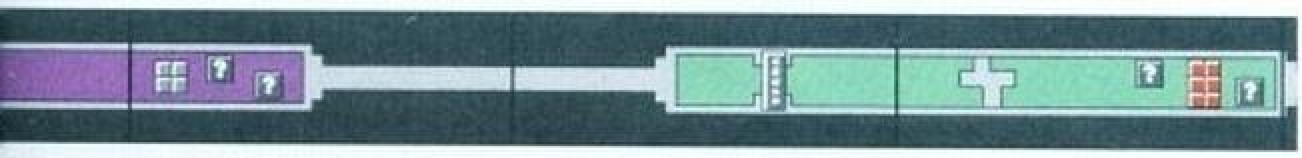


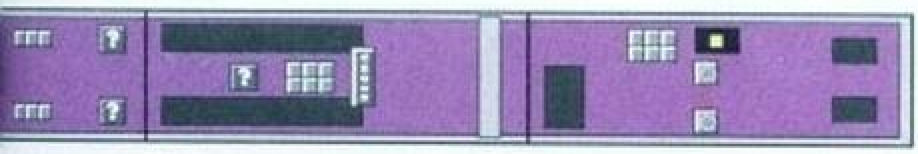
end of zone 4


UNDER
UNDER



end of zone 5





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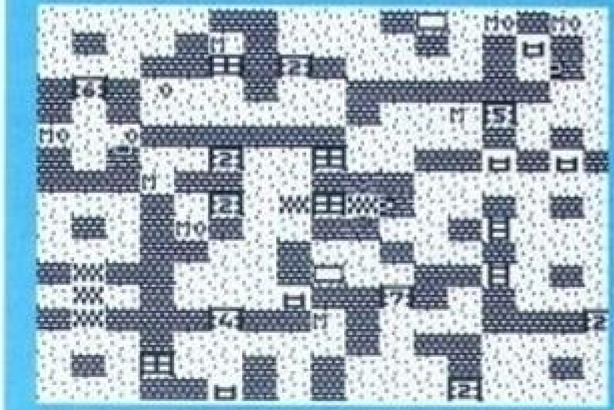
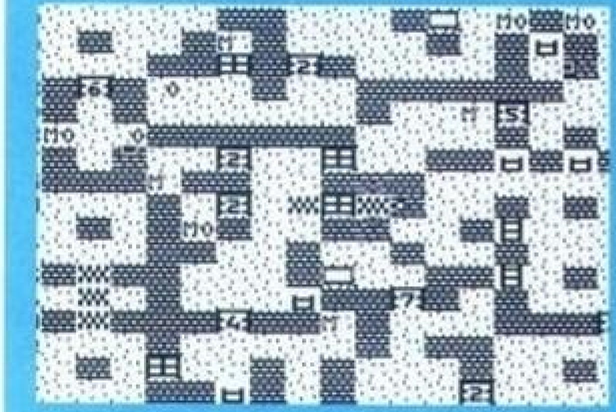
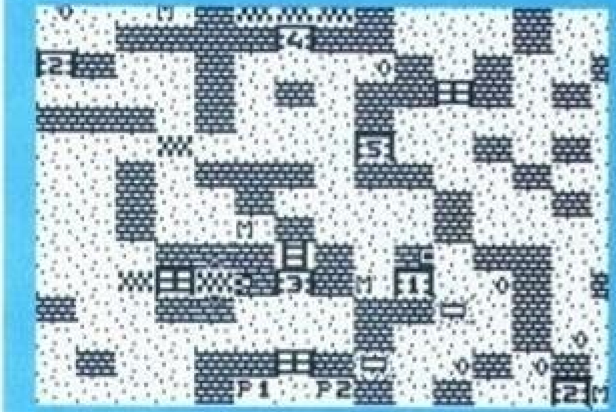


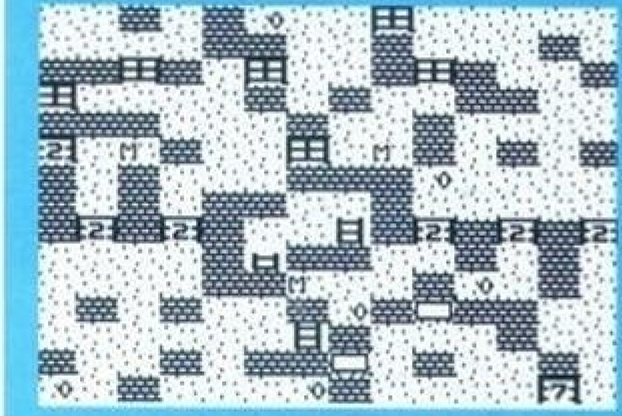
LEVEL 2



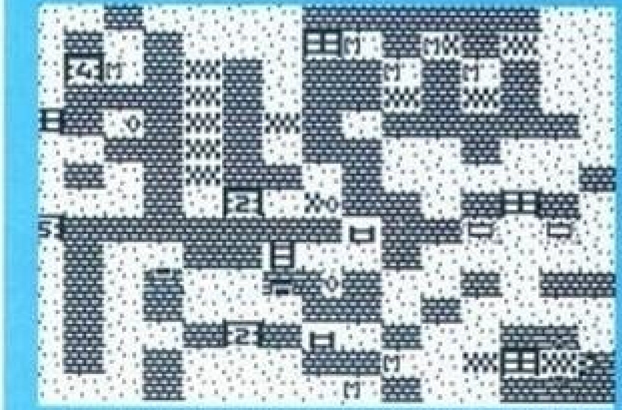
LEVEL 3



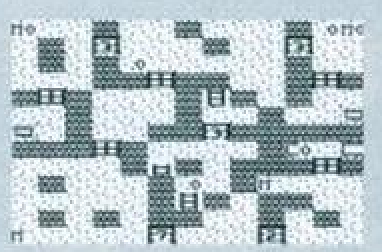
STAGE 2 LEVEL 0



STAGE 2 LEVEL 1

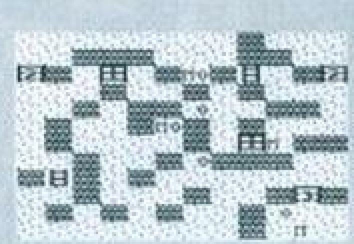


STAGE 2 LEVEL 2

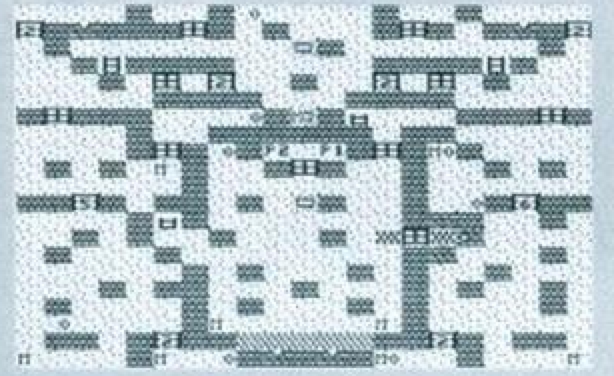


STAGE 2 LEVEL 3

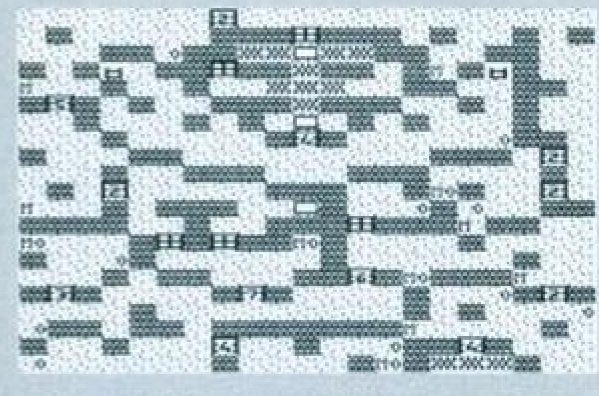
MOON TOWER



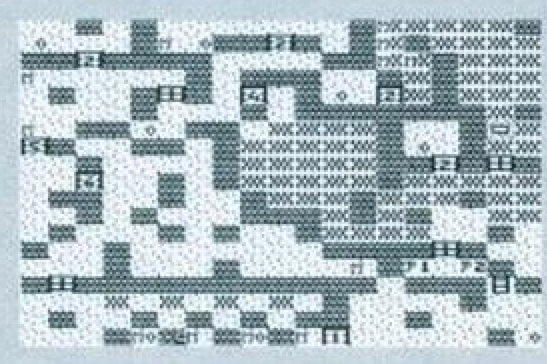
STAGE 1 LEVEL 0



STAGE 1 LEVEL 1



STAGE 1 LEVEL 2



STAGE 2 LEVEL 0

I know, I know, maps aren't everyones flagon o'char, so here are two pages of cheats and POKEs a-plenty. I apologise in advance if the ones you asked for aren't here but if you're a reasonable sort you'll realise that space is a constraint. Keep 'em coming though.

This pearl of wisdom comes from A Steeden of Hemel Hempsted, take it away Steeden old boy

TURRICAN

Once *Turrican* has loaded, hold down CTRL (the pause key) and the fire button on your joystick. You should now be faced with screens without aliens. You will eventually come to a place where you can go no further so release CTRL and tackle the end of level guardian. You can do this on any level.

The next two cheats are from Stuart Watson of Bishopbriggs

TURBO OUTRUN

On *Turbo Outrun*, pause the game and press ';' which should load the next level. Hoorah!

GHOULS AND GHOSTS

During *Ghouls and Ghosts*, get to the high score table and type 'WIGAN RLFC'. Start the game then press A to get your armour back and S to skip the level.

Jamie Martin provided this infinite lives POKE.

SHINOBI

As before, type it in, RUN it and follow the on screen prompts.

```
10 PRINT CHR$(147)
20 FOR i=304 to 343 : READ a$
30 l=ASC(LEFT(a$,1)) : l=l-55 : IF l<5 THEN l=l+7
40 r=ASC(RIGHT(a$,1)) : r=r-55 : IF r<5 THEN r=r+7
50 v=(l*16)+r : c=c+v : POKE i,v : NEXT
60 IF c<>3050 THEN PRINT "Error in data" : END
70 PRINT "Save the listing for future use ok"
80 PRINT : PRINT "Type SYS 304 to start the game"
90 DATA 20,56,F5,A9,40,8D,29,04,A9,01
100 DATA 8D,2A,4C,40,03,A9,AD,8D,75
110 DATA 08,A9,A0,8D,77,08,A9,1C,8D,78
120 DATA 08,4C,0D,08,00,00,00,00,00,00
```

The next three are from a Glaswegian named Paul Crossan (I thought that was a French pastry).

STRIDER

If you have a copy of *Strider*, press the following keys simultaneously while you are on the title screen; RUN/STOP, RETURN, DELETE. When the border turns grey press

OPERATION

I recently received a letter from some geezer called John F Nash who describes himself as 'a committed *CF* fan' (not bad after only two issues). Apparently he's been having problems with *Operation Thunderbolt* and, would you believe it, some other geezer called Ashley Head (Is he related to Bertrand Cranium? I think we ought to be told) has provided us with the very same.

Get past level 1 with some continue options remaining. When level 2 has loaded start playing and then abort the game (F1 then RUN/STOP).

You will then be told to rewind side B. Do no such thing. Leave the tape running and you should now be able to play level three. This procedure can be carried out as many times as possible during the game (if you want to cheat all the way).

Another useful cheat is to get to the high score table and enter your name as EDOM TAEHC (CHEAT MODE backwards). When you restart the game you will have infinite continue options available. Simple when you know, eh?

Even with the cheats it's still pretty difficult so here are some tips to help get you through.

LEVEL 1

Keep your aim in the middle of the screen and then move left and right to kill the soldiers. It is advisable to hold down the fire button if you are a beginner for more accurate shooting. Kill the helicopters with a rocket. You

Hocus-POKEus R

See that little 'R' in the corner of the box? It means that the following pokes can only be used if you own an Action Replay cartridge (if you haven't got one, ask Pater Chrimbo for one, they're brilliant). All you need to do is press the reset button, choose the POKE option from the menu, type and enter the POKE or POKEs then restart. Keep a look out for that R in future issues, when we'll be printing more Action Replay POKEs. And by all means, send us some of your own

RAINBOW ISLANDS

POKE 29535,189 - Infinite lives

BARBARIAN II

POKE 35441,165
POKE 37742,165 - Infinite lives

BUBBLE BOBBLE

POKE 1240,189 - Infinite lives
Operation Thunderbolt

DOUBLE DRAGON II

POKE 46537,173 - Infinite lives player 1
POKE 46553,173 - Infinite lives player 2

DELTA

POKE 15834,173 - Infinite lives
POKE 2386,0 - No weapons loss

SPACE HARRIER II

POKE 11797,173 - Infinite lives

FIRE to start playing. Then hit F7 and move your joystick up and right. You will now be transported to level three. Finish this and with any luck you'll be on the final level.

FIGHTING SOCCER

In *Fighting Soccer*, shoot from the penalty spot to beat the goalie every time.

NEW ZEALAND STORY

If *New Zealand Story* is getting up your beak, press shift and the left arrow key which will allow you to skip levels. But remember, you still have to kill the end of level beasts.

Here's a couple from someone who is obviously as mad as a balloon, as he goes by the name of M C Wickid and comes from Basildon

CHASE HQ

While playing *Chase HQ*, hold down the fire button and type GROWLER. Then when you play the game press T to reset the timer.

FIGHTER BOMBER

Apparently, a cheat mode in *Fighter Bomber* can be activated by entering your name as Kylie on the high score table (pitiful isn't it?).

HUNDERBOLT

should aim to complete this level without losing a life.

LEVEL 2
Remember, the enemies bullets cannot harm you if they're on the opposite side of the screen so concentrate your fire on the far edge of your own side.

LEVEL 3
This level is almost impossible without using the continue options. Tanks are lethal because there are so many of them. If things get crowded use a rocket. You only need one bullet to destroy a mine or ground to air missile.

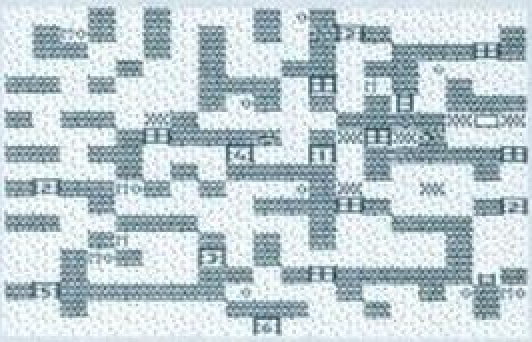
LEVEL 4
Accurate aiming is vital to rescue the hostages. If a hostage gets in the way, shoot him. The heavily armed officer is not as tough as he looks. Be prepared for him coming from the right. Hold the fire button and follow him around till he dies. Also, try shooting him in the head.

LEVEL 5
Same rules apply as for level 3.

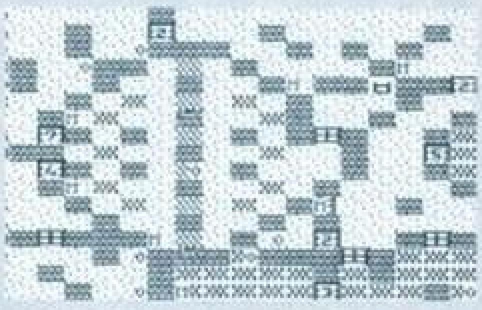
LEVEL 6
The men hanging from the top are lethal so wipe them out first. Don't be afraid to use your rockets and when the end of level officer appears, shoot him in the head.

LEVEL 7
Same as level 3 again.

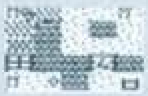
LEVEL 8
This one is a test of reflexes as the opponents come rushing towards you. Keep an eye out for the grenades as they move very quickly. In the final shoot-out, stay to the left of the hostage, hold down the fire button and lead the spray of bullets over to the boss man's head.



STAGE 2 LEVEL 1

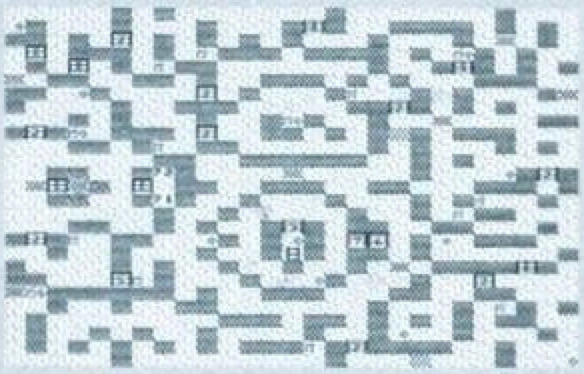


STAGE 2 LEVEL 2

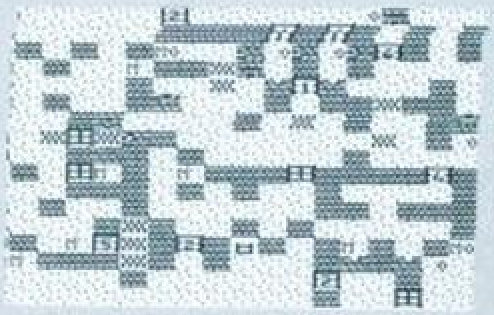


STAGE 2 LEVEL 3

DRAGON TOWER

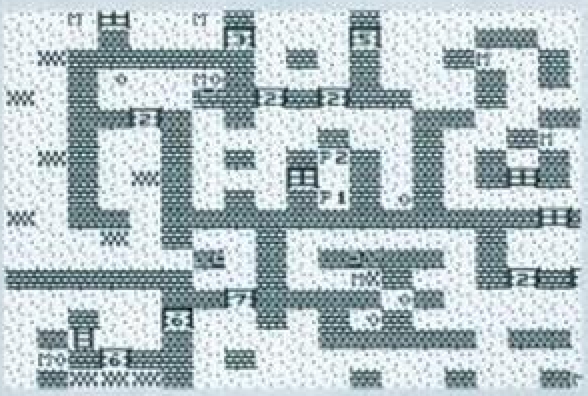


STAGE 1 LEVEL 0

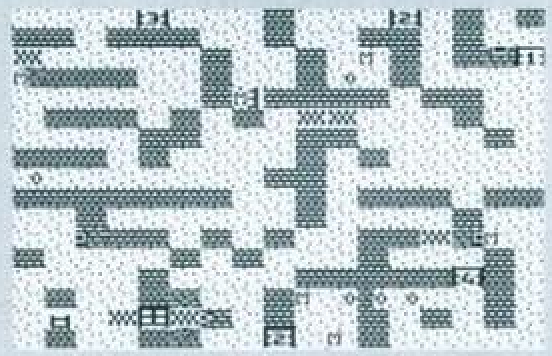


STAGE 1 LEVEL 1

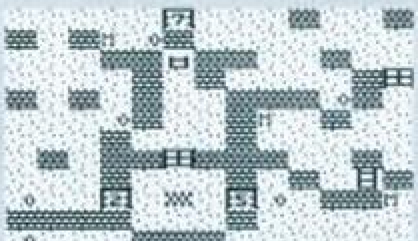
DRAGON TOWER



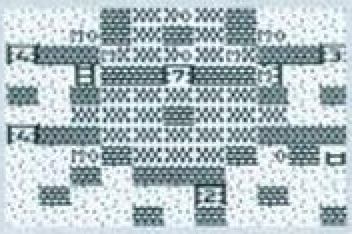
STAGE 2 LEVEL 0



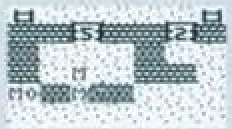
STAGE 2 LEVEL 1



STAGE 2 LEVEL 2

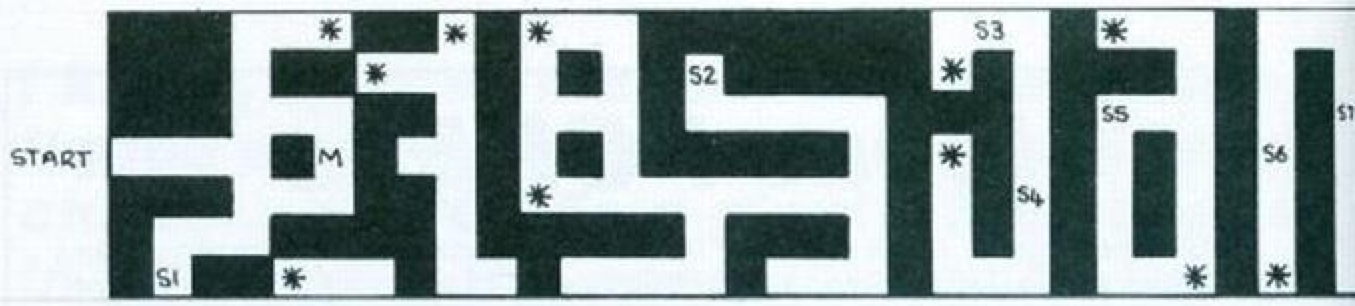


STAGE 2 LEVEL 3



STAGE 2 LEVEL 4

LEVEL 1 – BRAVE BUBBLE!

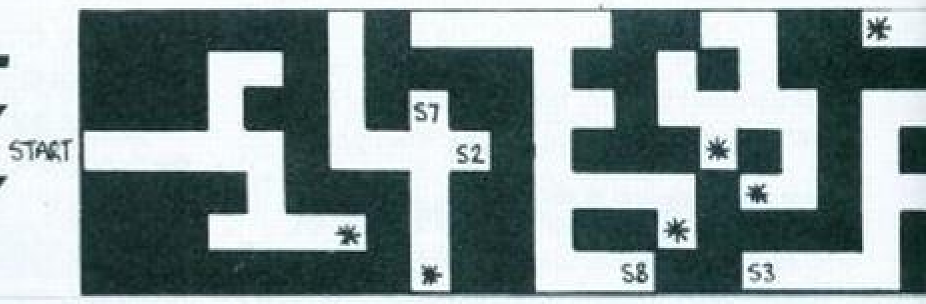

START
S1
M
S2
S3
S4
S5
S6

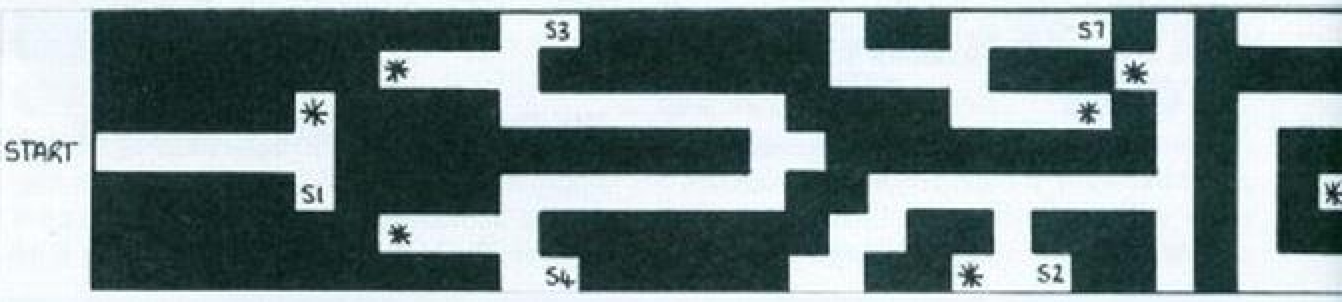
LEVEL 2 – BOUNDERSVILLE

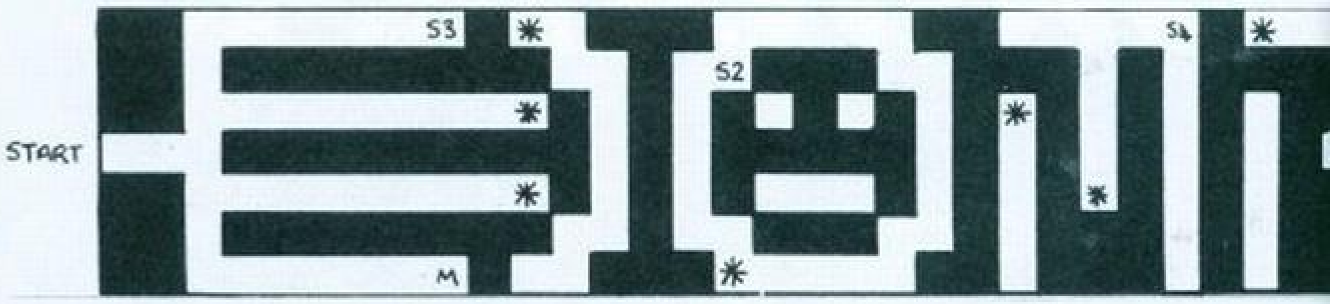
START

MISSION IMPOSSAB

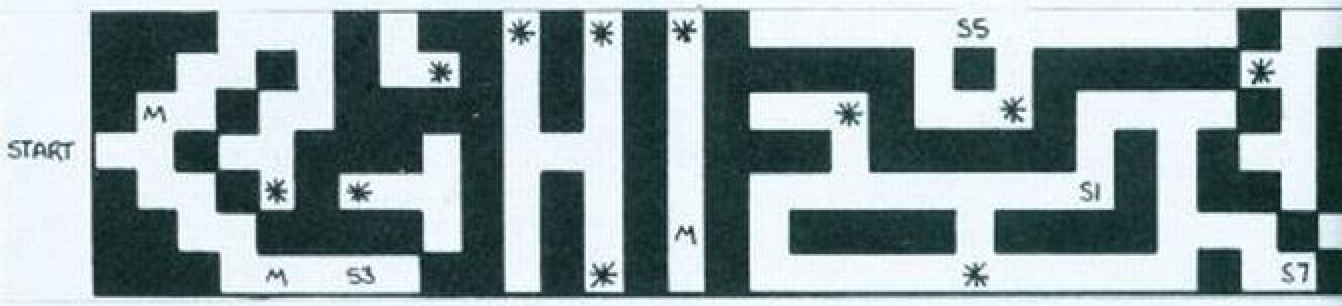
LEVEL 3 – SPOOKY CITY


START
S7
S2
S8
S3

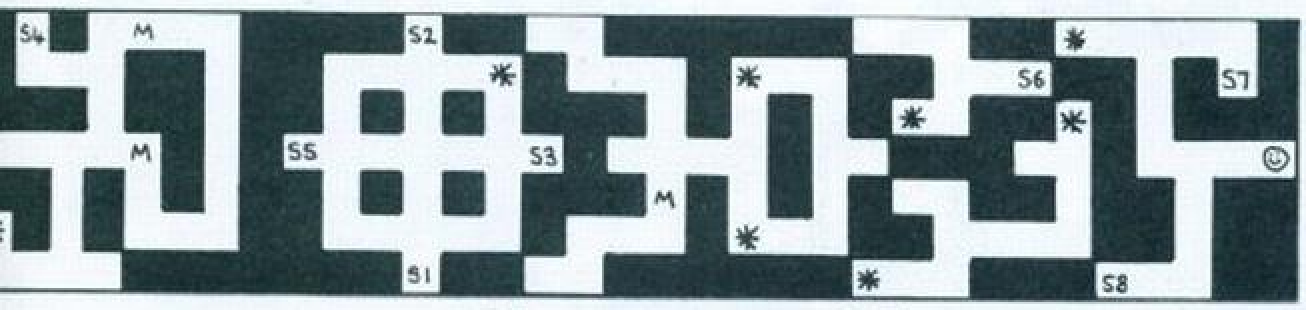

START
S3
S1
S4
S7
S2


START
S3
S2
M
S4

LEVEL 5 – YOU'RE DOING GREAT!


START
M
M
S3
M
S5
S1
S7

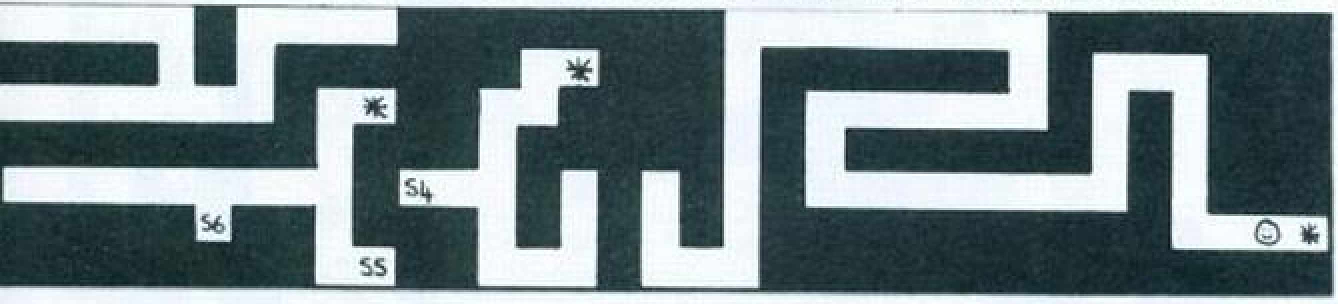
Ta Daaa! Thanks to Andrew Roberts, we have here some exquisite maps for Mission impibbisubble, Mission Impassisillub ah... Mission Insomninibble, er... I think you know what I'm trying to say

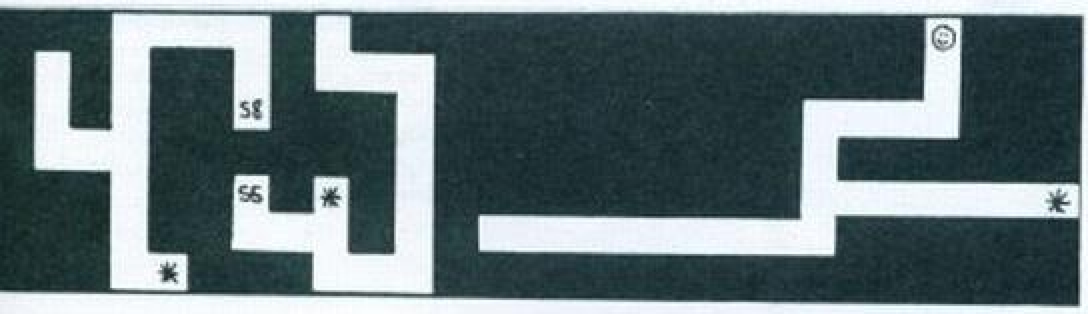


M = MUSHROOM **S#** = SCROLL (number indicates order in which to collect)

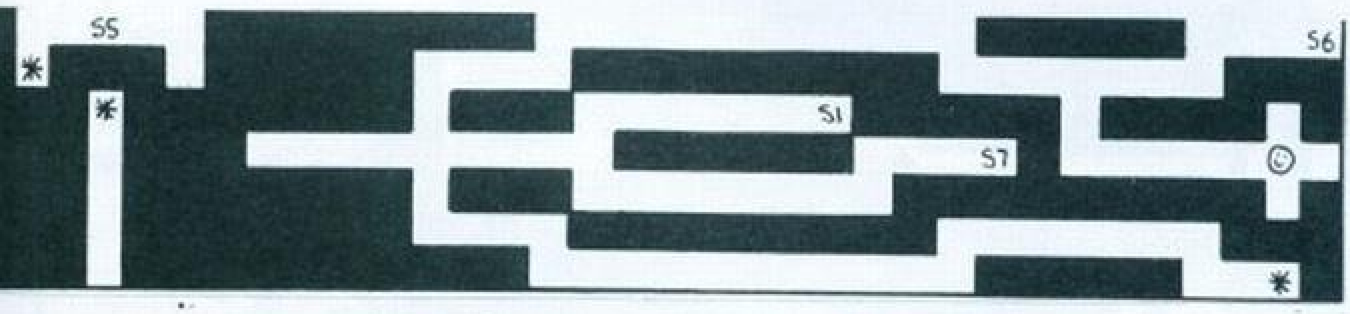
UBBLE

MAPPED BY **ANDREW ROBERTS**

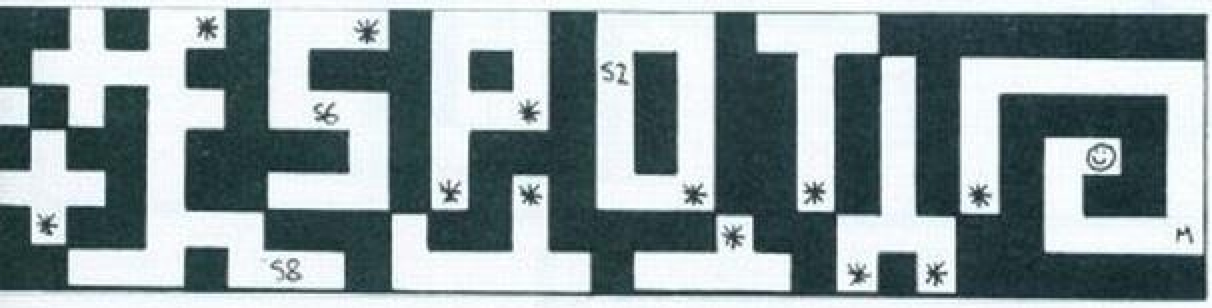




LEVEL 4 – BRAVE BUBBLE

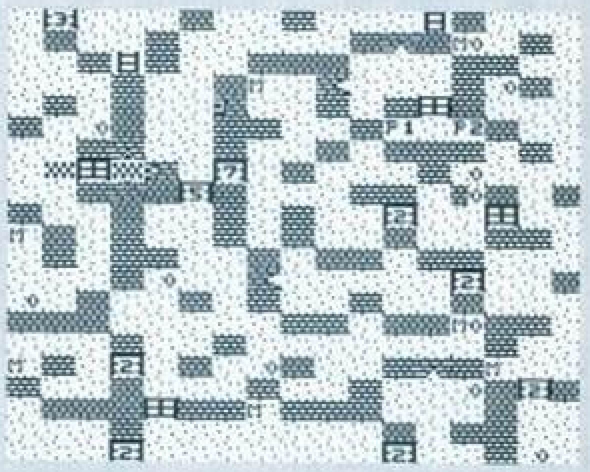


***** = TELEPORT ☺ = YOUR CHUM **START** = START/FINISH

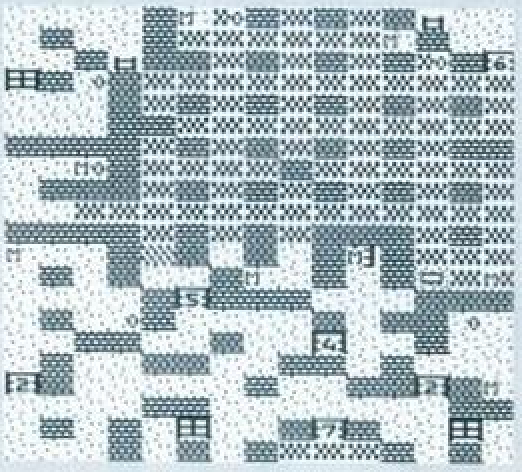


LEVEL 6 – YOU CAN MAKE IT!!!

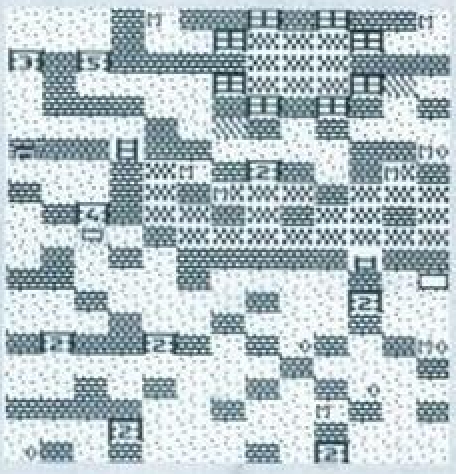
CHAOS TOWER



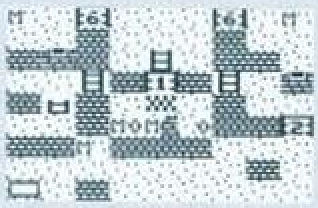
STAGE 1 LEVEL 0



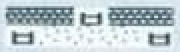
LEVEL 1



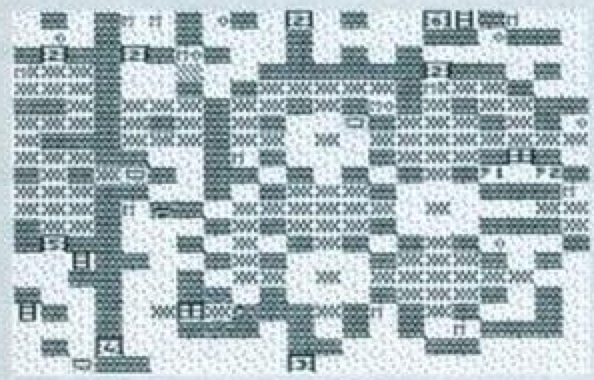
LEVEL 2



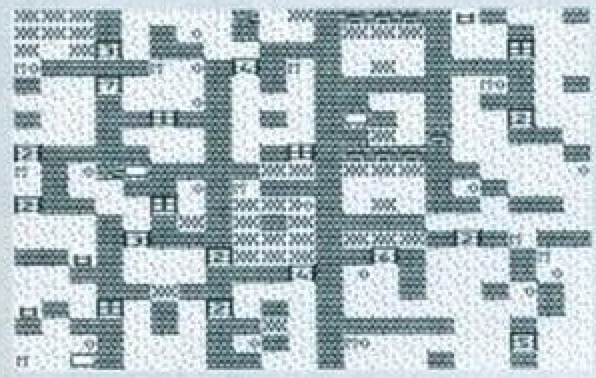
LEVEL 3



LEVEL 4

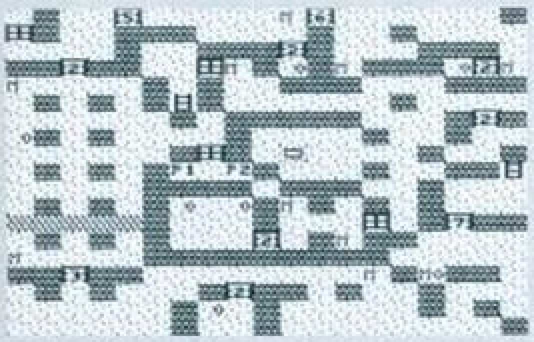


STAGE 2 LEVEL 0

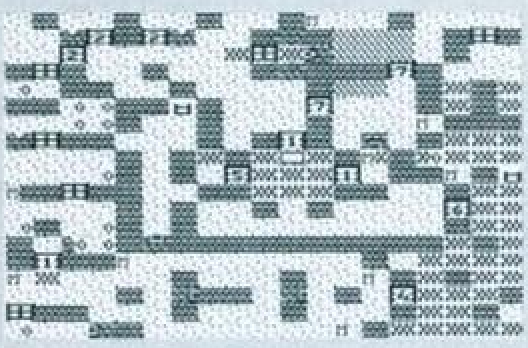


STAGE 2 LEVEL 1

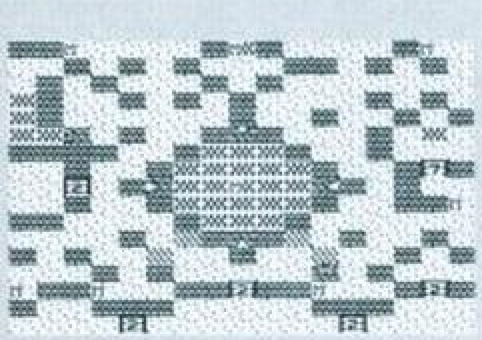
ZENDIKS TOWER



LEVEL 0



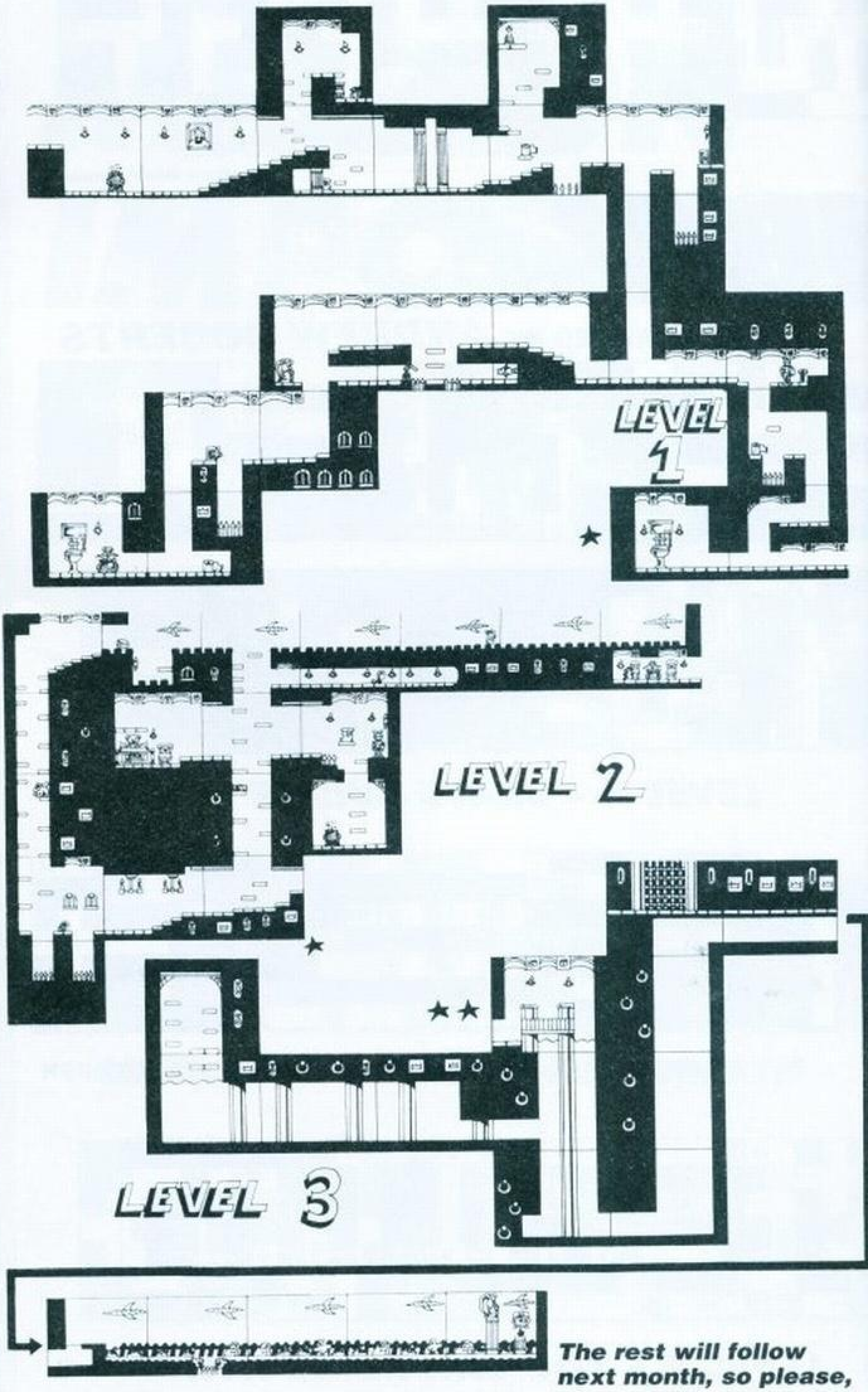
LEVEL 1



LEVEL 2

It may not be scary but it is bally good fun so here's a small whoop of maps to get you started

BLINKY'S SCARY SHOOL



The rest will follow next month, so please, please, pleeeeeze come back...

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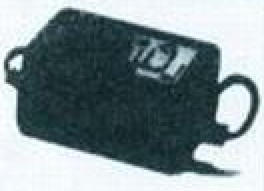

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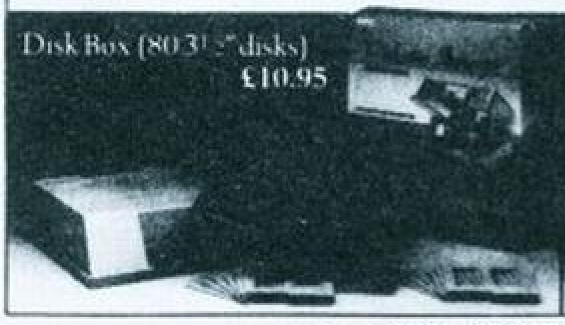

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DEAR INSIDE INFO...

I have had my Commy 64 for about three years now and I wouldn't swap it for an Amiga, no way! But I have a problem...

A couple of months ago I switched on my favourite electrical appliance to find that no colour appeared. It's not my TV, because it works on a TV. I'm not really bothered about playing games in black and white but I feel I'm missing out on some of my favorite games. Please could you tell me what is probably wrong and how I could fix it.

Steven Smith,
Northampton.

Your problem could be anyone of a number of things, but a good engineer may well start by looking at the modulator (which takes the computer signal and turns it into something that the TV can display properly). Unless you are an electronic repair-person, the only thing you should do is take it along to someone who is. PL

Could you please send information to me about upgrading a Commodore 64 to its maximum. For example, what chips are available, are other boards needed, what are the prices, etc...

Also could you send me all the information of all the printers and disk drives available for the Commodore 64. Are any special leads needed to connect a full size printer. Also could you send information about any accessories. I have enclosed a self-addressed envelope for you to send the information. thank you.

Hardeep Singh Manak,
Wolverhampton.

Whoa, slow down. First of all, upgrading is in the eye of the beholder. While us teccy people might be looking for a 68882 maths co-processor for our 64s, most of the Commodore Format *office think that an upgraded 64 is one with a big colour screen, stereo sound and a serious joystick. As for printers and disk drives, your best bet is to scan the adds in* Commodore Format. *We've always found Datel Electronics have a wide range of bits, staff who know what they're talking about and keen prices. Really techy people can probably find all they need in Maplin's electronics catalogue, but you'll have to be hot with a soldering iron...*

Here in Inside Info we will be looking at speed-ups, add- ons, slot-ins, in fact almost anything that will make your 64 even better than it already is. We might even look at a completely new operating system for the 64... PL

INSIDE INFO

Dear member of the public, I have a non-standard tech-ed for my* Commodore Format. *He's called* Paul Lyons. *He works at the moment but I got him second hand. Could you make sure he gets a constant supply of questions and listings, please?

NEED INPUT

When you're using INPUT statements, do you sometimes wish that you could limit the length of the input line so as not to disrupt any graphics that might also be present on screen? Perhaps you'd also like to disable the cursor keys so that the user can't mess around with the screen? Or even just get rid of the annoying '?' that always appears when the computer is waiting for an input. This neat routine from *Humphrey Fu* from *Bristol* does all three.

L	**Maximum number of characters allowed on the input line.**
T	**The x-position for the input to appear on screen.**
<LEFT>	**The left cursor key.**
<RIGHT>	**The right cursor key.**
<SPACE>	**The space bar!**

Once the routine has finished (the user has pressed <RETURN>), the input data is stored as the variable M$.

```
60000 REM
60010 REM ** INPUT ROUTINE by H FU **
60020 REM L=LENGTH
60030 REM T=MARGIN LENGTH
60040 REM
60050 PRINT TAB (T-1);:FOR C=1 TO L+2
60060    PRINT:PRINT TAB (T-1);:FOR C=1 TO L+2:PRINT CHR$ (185);:NEXT:PRINT
"<UP><UP>"
60070 PRINT TAB (T)+Y$+MS$+CHR$ (164)
60080 GET Q$:IF Q$="" THEN 60080
60090 IF Q$=CHR$ (20) THEN 60150
60100 IF Q$=CHR$ (13) THEN RETURN
60110 IF Q$>CHR$ (31) AND Q$<CHR$ (123) THEN 60130
60120 GOTO 60080
60130 IF LEN (M$)=L THEN GOTO 60150
60140 M$=M$+Q$:MS$=MS$+"<RIGHT>"
60150 IF MS$="" THEN M$="": GOTO 60080
60160 PRINT "<LEFT><SPACE><LEFT><LEFT>"+CHR$ (164);:IF LEN (M$)<2 THEN M$=LEFT$
(M$,1):MS$="":GOTO 60080
60170 MS$=RIGHT$ (MS$,LEN (MS$)-1):M$=LEFT$ (M$,LEN(M$)- 1):GOTO 60080
```

STOP THE HACK ATTACK

Someone was asking me last month how they could stop other users from hacking into their programs and listing or changing them. I hadn't given it much thought until these excellent tips from *Gareth Bailey* of *Stalybridge, Cheshire* appeared on my desk...

POKE 775,200	Disables LIST command.
POKE 808,239	Disables RUN/STOP command.
POKE 808,225	Disables the RUN/STOP & RESTORE combination.
POKE 808,235	Re-enables the RUN/STOP & RESTORE combination.
POKE 816,32	Disables LOAD command.
POKE 816,165	Re-enables LOAD routine.
POKE 818,32	Disables SAVE routine.
POKE 818,237	Re-enables SAVE routine.
POKE 649,0	Disables the keyboard.
POKE 649,10	Re-enables the keyboard.
POKE 770,226:POKE 771,252	RESET.

OLD FROM NEW

Picture the scene. You've just finished typing in a long program. You haven't saved it yet when, in a momentary lapse of concentration you type NEW and hit <RETURN>. Shock. Horror. All that work gone. However according to *Mosthak Ahmed* from *Bletchley* all is not lost. To recover from NEW, type (don't use line numbers, just type each line and press return):

```
POKE 2050,8
SYS 42291
POKE 45, PEEK (174)
POKE 46, PEEK (175)
POKE 47, PEEK (174)
POKE 48, PEEK (175)
POKE 49, PEEK (174)
POKE 50, PEEK (175)
```

then press SHIFT and CLR/HOME and type

```
LIST
```

There you have it, your program is no longer no more. Remember, this will only work if you have NEW and not typed another program over the top. It will not work if you turn the computer off or load another program.

NOTEPAD

Have you ever seen an Apple Macintosh computer? Apart from C64s, C128s and 128Ds it's the only computer allowed in the *Commodore Format* office where it's used to design and print *CF* itself. One of the best things about the Mac is that it's possible to run more than one program at once, such as a word processor and a graphics program. The thing I use most on my Mac is the Notepad, which allows me to leave my work and type notes that I can come back to later. So I was absolutely gobsmacked when I received a program from *Iain Black* in *Dublin* that gives the 64 the same kind of notepad...

Notepad64 is a short program that is loaded into memory before anything else. Pressing F3 takes you to the Notepad, which gives you a full 64 screen to type notes on. You can move around the screen using the cursor keys. Pressing F1 returns you to whatever it was that you were doing before. At any time you can press F3 again and go back to read or add to your notes. Pressing F5 will change the colour of the border of the notepad, pressing F7 will change the colour of the screen.

Before typing in the program type the following line and press <RETURN>.

```
POKE 44,16:POKE 4096,0:NEW
```

```
10   REM ** NOTEPAD BY IAIN BLACK **
15   REM ** 1990 IAIN BLACK PRODUCTIONS **
16   REM ** PRINTED IN COMMODORE FORMAT, DEC 1990 **
20   FOR I=2549 TO 2715:READ A$
30   L=ASC(LEFT$(A$,1)):L=L-55:IF L<5 THEN L=L+7
40   R=ASC(RIGHT$(A$,1)):R=R-55:IF R<5 THEN R=R+7
50   V=(L*16)+R:C=C+V:POKE I,V:NEXT
60   IF C<>16374 THEN PRINT "ERROR IN DATA":END
70   PRINT "DATA CORRECT - READ INSTRUCTIONS":END
100  DATA A9,FB,8D,20,D0,A9,00,8D
110  DATA 00,10,EA,A2,00,BD,10,0A
120  DATA 9D,00,0C,E8,E0,20,D0,F5
130  DATA 4C,30,0A,09,01,09,0E,20
140  DATA 02,0C,01,03,0B,13,27,20
150  DATA 0E,0F,14,05,10,01,04,20
160  DATA 33,30,2F,39,2F,31,39,39
170  DATA 30,20,20,A9,20,A2,00,90
180  DATA 20,0C,9D,FF,0C,9D,FE,0D
190  DATA 9D,FC,0E,E8,E0,FF,D0,EF
200  DATA A9,10,85,2C,A9,0A,8D,15
210  DATA 03,A9,57,8D,14,03,58,4C
220  DATA 7B,E3,A6,C5,E0,04,F0,03
230  DATA 4C,6D,0A,A9,15,8D,18,D0
240  DATA A9,04,8D,88,02,4C,31,EA
250  DATA E0,05,F0,03,4C,81,0A,A9
260  DATA 35,8D,18,D0,A9,0C,8D,88
270  DATA 02,4C,31,EA,E0,06,F0,03
280  DATA 4C,8F,0A,EE,20,D0,4C,31
290  DATA EA,E0,03,F0,03,4C,31,EA
300  DATA EE,21,D0,4C,31,EA,EA,EA
```

After you type in the program, save it to tape (or disk). When you load it back type in:

```
POKE 44,16:POKE 4096,0:NEW
```

Then load the program. RUN the program then type:

```
SYS 2549:NEW
```

(remember F1 to return to the normal screen, F3 to go to the notepad)

This ingenious little routine works by changing the area of memory that the 64 thinks holds the information about what is on the screen. When you flick to the notepad, the screen shows a different part of memory from normal.

FONT FEVER

While we're on the subject of the Macintosh, the greatest thing about it is the way that I can change the font that I type in (the style of the letters) at the press of a key. I can even make my own fonts (if I pay £400 for the right program). However, courtesy of *Shane Jolly* from *Hull*, we at *Commodore Format* can bring you a program that lets you change all the letters on your keyboard at no extra cost.

The more perceptive readers out there may well have noticed that line 220 reads FOR CC=1 TO 9 and there are 9 lines of data. This is because Shane has already defined the first nine letters of the alphabet, as examples. If you wanted to do the whole alphabet you would just change that line to FOR CC=1 TO 26, and put in 26 separate lines of data, one for each letter.

But wait, I hear you ask. How do you work out which DATA commands means what? Simple. Draw yourself a grid of squares, eight across by eight wide, 64 in all. Number across the top from right to left 1,2,4,8,16,32,64 and 128. Now shade in the squares to make the pattern you want to assign to a key. Read across each row adding up the numbers of all the shaded square in that row and write the number at side of the row. Do this for each row. Now if you read down the side of the squares, you should have a list of eight numbers. Put DATA at the front, separate the numbers with commas and voila, you have defined a character. Remember these characters don't have to look like letters, they can be anything you want.

```
0    REM **  USER DEFINED GRAPHICS    **
1    REM **        BY SHANE JOLLY     **
2    REM ** COMPILED BY PAUL WEBSTER **
100  PRINT "heart":PRINTTAB(12)"PLEASE WAIT"
110  PRINTCHR$(142)
120  POKE 52,48:POKE 56,48
130  POKE UG=12288:CG=53248
140  POKE 56334,PEEK (56334) AND 254
150  POKE 1,PEEK (1) AND 251
160  FOR K=1 TO 2047
170  POKE UG+K,PEEK (CG+K)
180  NEXT
190  POKE 1,PEEK (1) OR 4
200  POKE 56334, PEEK (6334) OR 1
210  POKE 53272, (PEEK (53272) AND 240)+12
220  FOR CC=1 TO 9
230  FOR J=0 TO 7
240  READ A:POKE UG+8*CC+J,A
250  NEXT J
260  NEXT CC
270  FOR N=65 TO 90
280  PRINTCHR$(N);" ";
290  NEXT N
300  DATA 0,16,40,68,124,68,68,0
310  DATA 0,120,72,124,68,68,124,0
320  DATA 0,124,68,64,64,68,124,0
330  DATA 0,120,68,68,68,68,120,0
340  DATA 0,124,68,112,112,68,124,0
350  DATA 0,124,68,112,64,64,64,0
360  DATA 0,124,68,64,64,78,124,0
370  DATA 0,68,68,124,124,68,68,0
380  DATA 0,56,16,16,16,16,56,0
```

Please, please help me! I am typing this letter to you in sheer despair. I am now the proud owner of a Commodore 64 but, like a lot of new people, I am experiencing programming problems with my programs not running because of typing mistakes...

Is there any sort of de-bugging program on the market that would help me out of my difficulties and search and find any errors within my typed in progs? If so, how much would this cost me, and where could I obtain one from? As it's getting now to the stage where I am becoming very enraged to find my progs not working, and only getting an error message such as "? SYNTAX ERROR".

Many thanks I have enclose an SAE for any reply from you.

C W Lobb, St Austell.

Unfortunately, I've never heard of such a thing, marvellous though it sounds. A thorough de-bugging program would be a serious piece of work, but something that would examined a typed- in program and check the syntax, pointing out where the typing mistakes are, is surely not beyond the abilites of Inside Info readers. In which case, I'm going to make the task this month's Tip Temptation. That means £20 to anybody who sends me a listing.

BY THE WAY...

Although we will answer as many quesions and queries as we can in Inside Info (there are three pages this month), unfortunately I simply don't have the time to answer all the letters I get individually. *So save those SAEs.*

WE WANT INFO

If you have any questions you want answering, tips for other C64 users, small but snazzy chunks of code or BASIC listings or just any odd but interesting piece of info about the C64 – we want it! Send your missives to: Inside Information, *Commodore Format*, 30 Monmouth Steet, Bath, Avon BA1 2BW and remember to provide us with your name and address. If you give us the goods, we'll do the same. There are prizes for the best tips, demos, listings or hardware projects sent in, so get busy! But remember, we can't reply to your questions personally (even if you send an SAE) so please don't ask us to.

VIDEO GAMES

Q. What can load a game in three seconds and store a thousand games in one place? A. Your video

Hands up, anyone who thinks that games on cartridge are a good idea? If you've just spent 20 minutes waiting for Revenge of the Wonga People to load, then you're probably bursting to see more and more games on cartridge. But what about the higher price? And the fact that most of your favourite games aren't available? How keen are you about that? Not very, I can tell.

However, what if you could buy a device for the price of two or three games that would mean that all of your existing programs could be made to load in under five seconds? That would allow you to save any game at any point and come back to it later? You would? Well, it's here and called the Video Fast Loader (VFL). Now more perceptive readers will already have noticed that the V stands for video, and for the device to work you do need a video recorder (any kind will do: VHS, Beta, Phillips 2000, Video 8...).

The VFL is a small black cartridge with two buttons on the back and two video leads coming out of the main cartridge. Simply plug the cartridge into the port on the back of your 64, connect the red lead to the 'Video In', and black lead to the 'Video Out' of your VCR and you're ready to go. What the VFL actually does is take a snapshot of the entire memory of your 64 and save it to video tape.

This means that at any time you can press the left button and a menu appears on your screen asking whether you want to save, load or enter POKEs, etc. The rest is just as easy.

For instance, to save a program to tape choose 'Save', press 'V' for video and the screen starts flashing while the 64 compresses the program. When the screen stops flashing, press record on the VCR and when it's recording smoothly press any key on the 64. Make a note of where the counter is on the tape. And that's it.

Loading from tape is just as easy. Choose load, give the program a name to search for and press play on the VCR. As I mentioned earlier, the VFL also includes a painless method of entering POKEs: press the left button, choose the POKEs option, enter the POKE and go straight back to the game.

In case you're thinking, 'What a great idea, now I can pirate commercial games even faster', think again. Each VFL has its own individual 'fingerprint' in the hardware, which is introduced when the program is compressed. This code is used as a key to the compression program, and anyone who tries to load programs off a tape recorded with another VFL will simply fill their computer with encrypted garbage. And it is simply not possible to crack the code, or duplicate it, because it's all in (non-programmable) hardware. We've tried it, so have the designers of the VFL and they can't do it either.

So how does it perform? Very well, actually. Once you've got used to the idea of finding the approximate position on the tape and leaving enough room for the tape to get up to speed, then it's a very effective form of storage. What's more, it allows you to freeze the action at any time, save it to tape and go away. When you want to restart, it's simply a matter of putting the tape in and away you go!

Never has such an inconspicuous package offered so much potential to the C64 user. Well, except for Andy Dyer. But the VFL has a faster access speed than he ever will

SPECIAL OFFER!

The VFL normally costs £49.95. However, if your order it before the end of November (eek! Get moving!) quoting Commodore Format, your own (uniquely fingerprinted) version can be yours for just £39.95!

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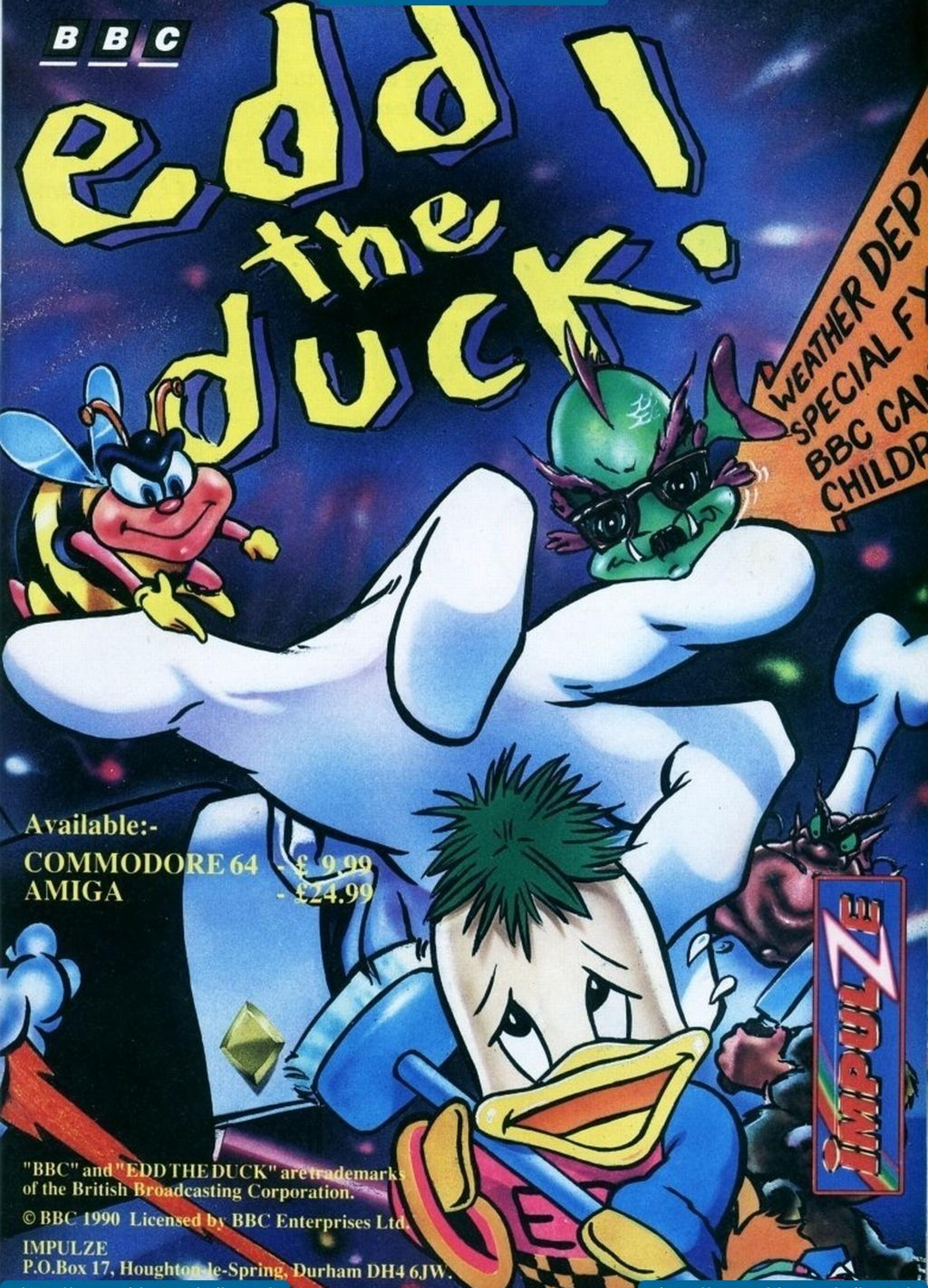
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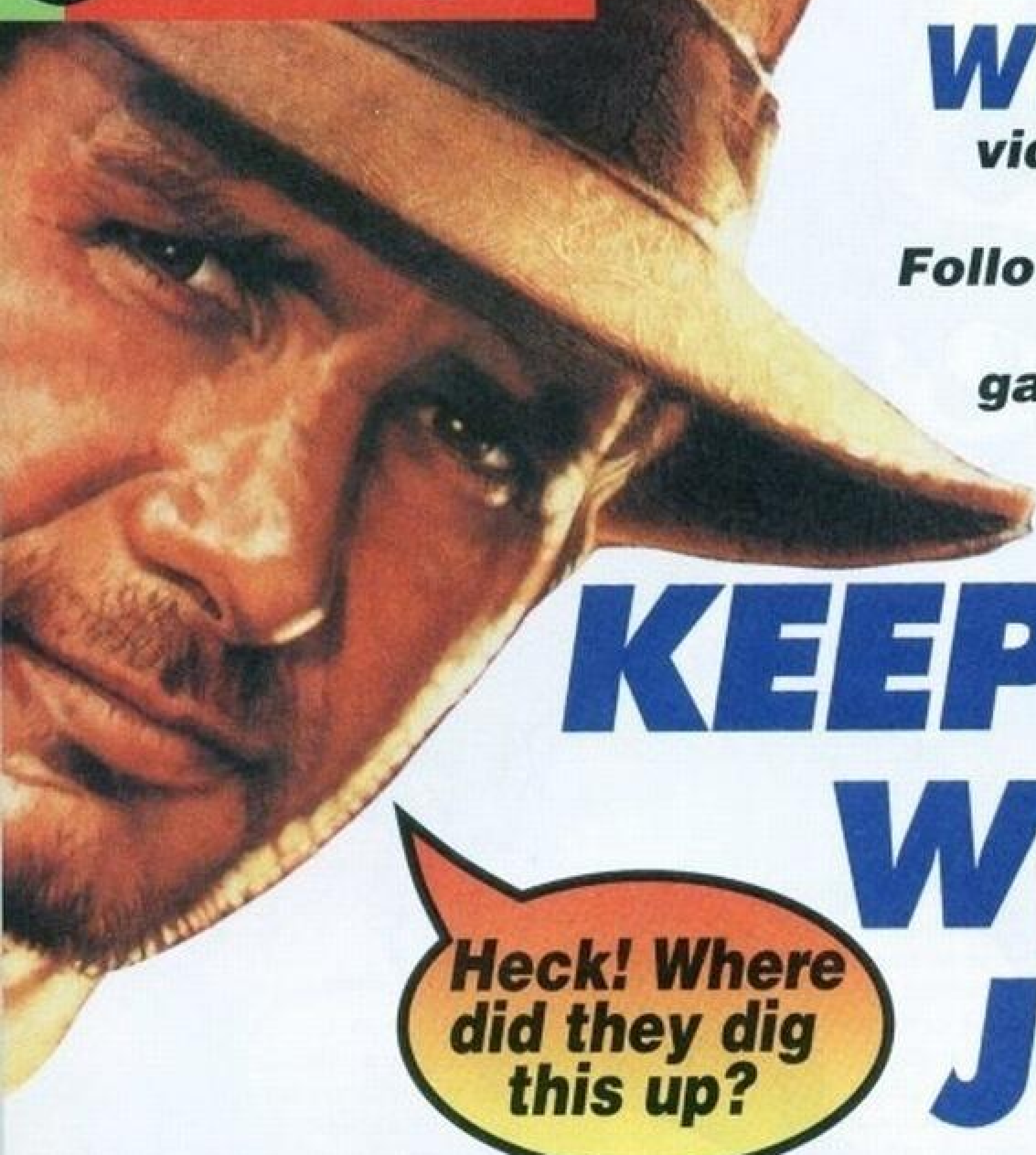
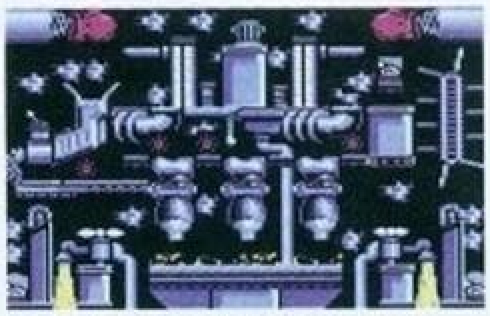

Heck! Where did they dig this up?

WIN Lucasfilm games and videos and a poster signed by George Lucas! Following last month's interview with the head of Lucasfilm games, Commodore Format *is* proud to present the competition of the year!

KEEPING UP WITH THE JONESES

US Gold and Lucasfilm are celebrating their latest game, *Night Shift* with a super stonking soaraway er... competition. TEN runners-up are gonna be chuffed as hell to receive a free copy of *Night Shift*, but our first prize winner (lucky sod – or soddess) cops for this little lot: an Indiana Jones And The Last Crusade novel, a copy of the *Zak McKracken* game, an Indiana Jones And The Temple Of Doom video, an Indiana Jones And The Last Crusade T-shirt, a copy of the *Night Shift* game, A *Zak McKracken* T-shirt, an Indiana Jones And The Last Crusade video, a copy of the *Maniac Mansion* game and... (cue drum roll) an Indiana Jones And The Last Crusade movie poster signed by George Lucas himself. WOWZER!! Take this little lot home, and the Joneses really *will* be sick with envy!


Fancy tackling 'The Beast?' Try winning a copy of *Night Shift*

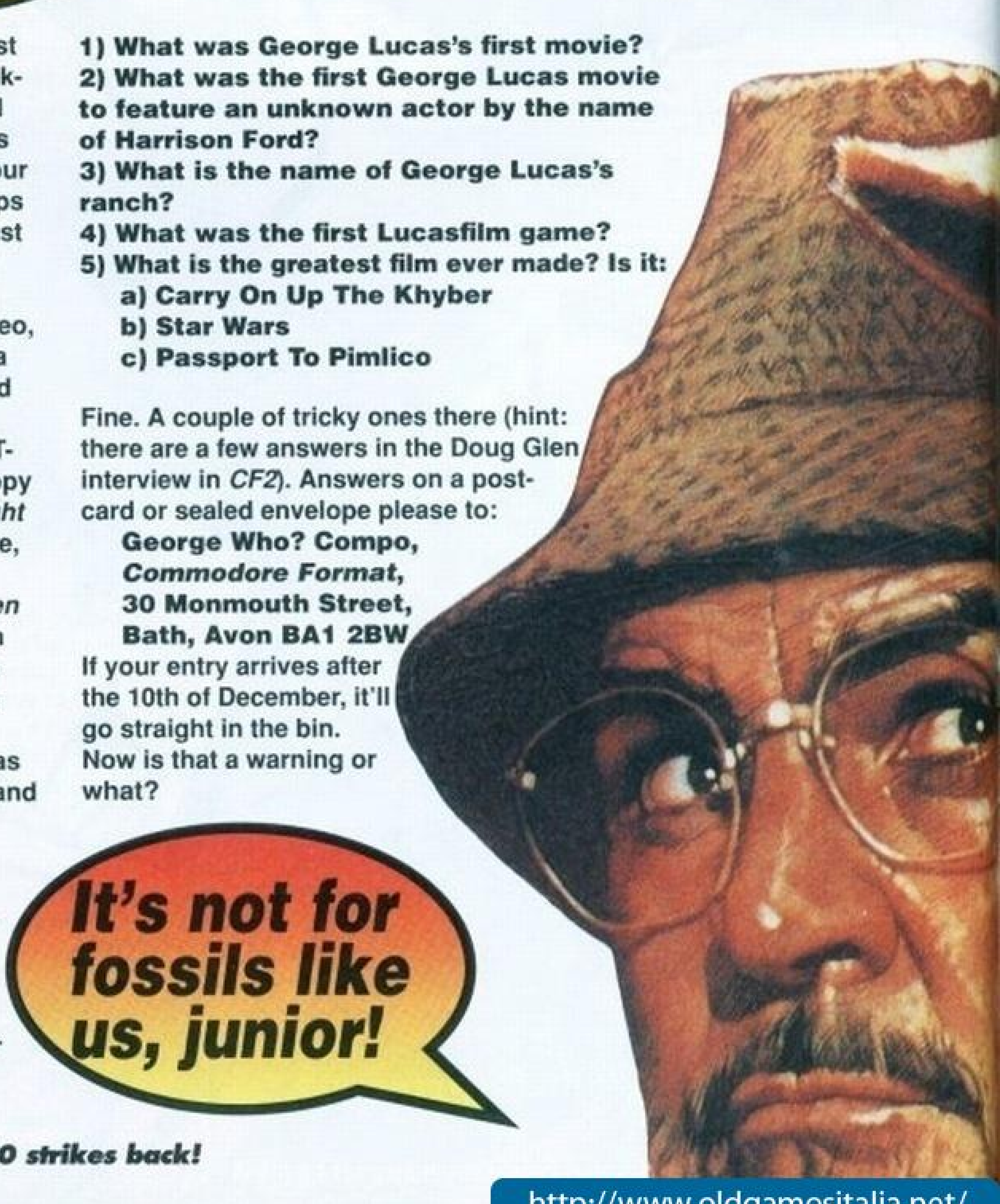
Now this goodie bag is of immeasurable worth (in 50 years' time the poster alone will probably sell for a million!), so we're not giving away this bountiful booty to you lot without a fight. Here are five Lucasfilm-related questions which you've got to answer correctly to stand any chance of making off with the loot.

1) What was George Lucas's first movie?
2) What was the first George Lucas movie to feature an unknown actor by the name of Harrison Ford?
3) What is the name of George Lucas's ranch?
4) What was the first Lucasfilm game?
5) What is the greatest film ever made? Is it:
  a) Carry On Up The Khyber
  b) Star Wars
  c) Passport To Pimlico

Fine. A couple of tricky ones there (hint: there are a few answers in the Doug Glen interview in *CF2*). Answers on a postcard or sealed envelope please to:

George Who? Compo,
***Commodore Format*,**
30 Monmouth Street,
Bath, Avon BA1 2BW

If your entry arrives after the 10th of December, it'll go straight in the bin. Now is that a warning or what?


It's not for fossils like us, junior!

RULES PRINTED IN ALMOST ILLEGIBLY SMALL TEXT: No employees of US Gold, Lucasfilm, Industrial Light and Magic or Future Publishing may enter. Sean, this means you!

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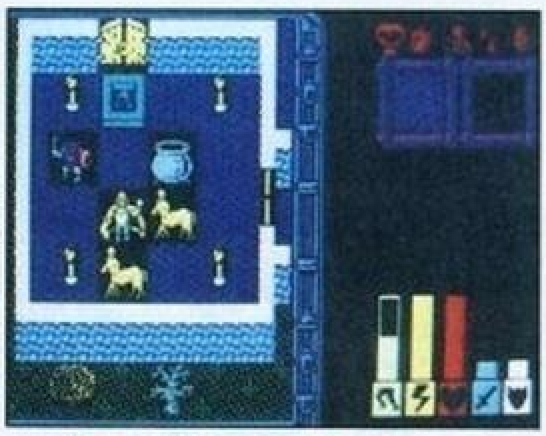

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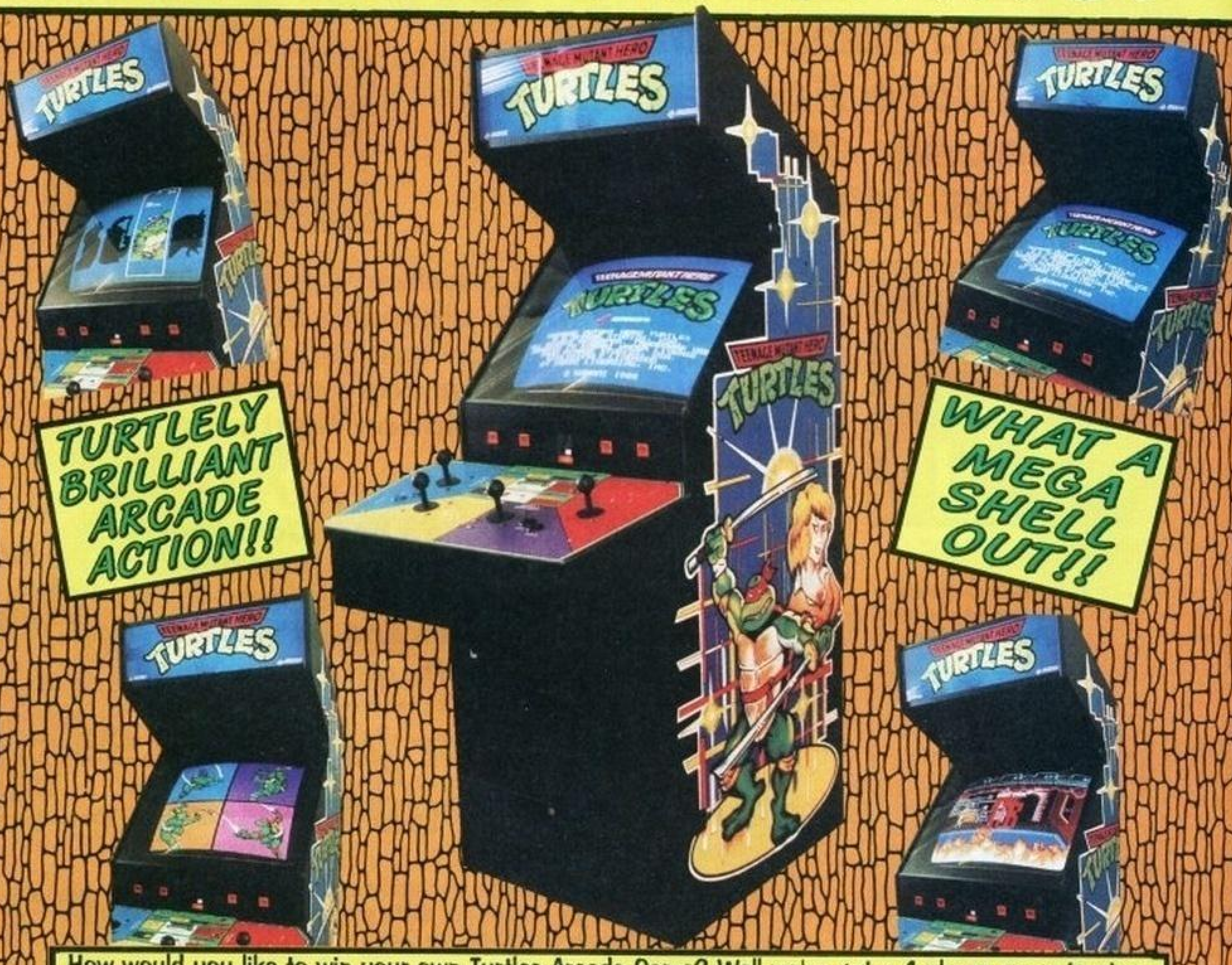

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The Mighty Brain

Once again, the large, pink, wrinkly one sloshes in his fluid and soothes some lesser minds. Send your problem, poser or query to: The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW

BIG MONEY

Dear Mighty One
If you have an IQ of two less than infinity, as you say, then you should not find these questions very hard to answer:
1) If you are as old as you say then could you tell me how the world was created?
2) Is there a chance of a poster in the centre of *CF* every month?
3) How much does *St. Dragon* cost?
4) Could you put POKEs in every *CF* magazine?
5) What are you doing working for a magazine if you are so clever? You should be out there earning big money.
6) Can you give us *Chase HQ2* on the cover tape?
Ben Duckworth, Hampshire

I said ONE less than infinity! Really, can't you remember anything? Nevertheless, despite your mistake, I shall endeavour to answer your queries:
1) The formation of this mudball you call 'Earth' from cosmic gases is well documented in many of your Encyclopedias and text books. Ask me a hard one.
2) Yes, there is a chance.
3) St. Dragon *will cost £9.99 on cassette, £14.99 on disk.*
4) We do.
5) I don't 'work' for this magazine. It's more of a... hobby, shall we say. What need have I for money? I already know what it's like to do anything you can think of.
6) As explained elsewhere, the vague collection of atoms that passes for the CF 'team' had intended that there be a demo of Chase HQ 2 *on this month's cover tape. Due to the game being cartridge-based their plans we foiled. Of course, if they had bothered to ask me I could have told them that was going to happen. The fools, will they never learn?*
TMB

CARTRIDGE CONFUSION 1

Dear Mighty Brain (He likes to think he is anyway)
I would like to make a complaint on behalf of me and my mate Nick about the Commodore Console. When we first heard about it we thought 'Great, Mega, brill – instant loading for our C64's'. What we didn't realise is that most good games from now on would be cartridge ONLY costing an outrageous £20.

We bought our C64's because it has good graphics, excellent sound and good playability for £10.99 max (cassette). Most teenagers and kids can't afford £20 for one game (we're not all spoilt Amiga owners). I know at least six kids who have been put off their C64's because of this move, in turn this means fewer readers for you (Ha! Ha! Ha!). So I pray that software houses wake up and leave a choice for us not-so-spoilt C64 users to choose from tape, disk or cartridge.

Let the C64 user have the right to choose! Long live the Queen! We must go and burn a computer magazine while we're in this patriotic mood.
Craig Hurst & Nick Tarry, Whetstone Leicester

Strong words Craig, but allow me to point out a few things and hopefully put your troubled mind at rest.

It is not true to say that most good games will be cartridge only: I think you'll find that, at least for the forseeable future, most games will be released on all three formats, with the cartridge version offering increased game size, extra graphics, improved sound or whatever. In this case, the £20 tag should be more than justified.

Many companies simply can't afford to produce cartridge-only games, but should the cartridge become the most popular format, mass production should help bring the price down.

Similarly, the onset of cartridges means more readers not fewer. The C64GS is selling well, and no-one in their right mind would go and fork out £20 for a game, not knowing whether it was any good or not. The easiest

Get the grey matter patter in COMMODORE FORMAT 3, December 1990

way to check is to read a review of it in a computer mag.

As for burning a magazine, fine. Just make sure it's not CF.

TMB

FACELESSNESS

Dear TMB

Seeing as I have an IQ of... well, I've lost count, I would like you to answer a few questions. Thank you, because I can learn a bit even from you!

1) Why don't you have a software prize for the person who sends in the best cheats and tips?

2) Why don't you have a face?

3) Will the *Myth* sequel *Dawn Of Steel* be available on C64 cassette?

4) What is the name and address of the best C64 mail order company?

John Hill, Luton

1) We do.

2) What for?

3) It hasn't been decided yet.

4) That is a matter of personal preference.

TMB

BY POPULOUS REQUEST

Dear Mighty Brain

Could you answer my questions please?

1) Can you get *Double Dragon* and *Populous* for the C64 on tape?

2) If so where can I get them from in Leeds?

3) Will *Kick Off 2* be coming out for the C64 on tape?

4) If you can answer these questions, you'll have a very mighty brain.

A *Commodore Format* fan, Leeds

1) Double Dragon *will be available on budget before Christmas. Look out for it on the Mastertronic label at £2.99. I'm afraid that there are no plans to convert* Populous *to your beloved machine (apparently a version is being written for the Sega Master System cartridge, in that case, there's no reason why a C64 cartridge version wouldn't work).*

2) Never heard of the Yellow Pages?

3) Kick Off 2 *is already available for the C64 on tape, costing £9.99. If you have problems finding it, you can get a copy from Anco Software, 9/10 Burnham Trading Estate, Lawson Road, Dartford Kent DA1 5BH.*

4) That goes without saying.

TMB

STOP PRESSTIONNAIRE

Dear Mighty Brain

At Last a C64 mag that is actually worth buying. May I congratulate you on a superb first issue. It covers everything that a C64 owner could want.

Perhaps in future issues you'll keep up the features on serious applications as you did in 'All Tooled Up' page 58 and 'Stop Press' on page 71. (*CF* issue 1 – TMB)

Speaking of which, I am intending to take up your offer on *Stop Press* but does it offer text editing as you would find on a word processor? Perhaps you could let me have brief details of it's word processing capabilities to enable me to judge it's suitability for my purpose. Also, will it support an Epson RX80 printer?

Ian Dickenson, Tarporley

The Stop Press *package does provide basic word processing functions, although the screen display and lack of decent cut and paste options means that it would be hard work to write documents of any length.*

Serial, parallel and RS232 interfaces are supported, so as long as you can obtain the correct interface and configure your printer correctly, your Epson should speak to Stop Press *quite happily.*

TMB

CARTRIDGE CONFUSION 2

Dear Brain

Having read your report in *CF* October issue on the C64GS, I am confused. In reply to a letter from a Mr Bryant you commented on the new GS cartridges being, 'Completely compatible with the 64 computer'. But in your actual report on the GS you mentioned that, 'If you've got a 64, write software for it or sell it, then the GS is a lot of good news'. This seems to me to be a complete contrast. Please could you sort this out?

Also in the latter report, '30 minutes to load a cassette' is a MEGA exaggeration!

The real pig is that I've only had this 64 for a month now.

Stephen Hawkridge

Firstly, let me assure you all (again!) that cartridges designed for the C64GS will work perfectly, without modification, on your C64, no matter how old it is, what colour it is, or in which room you prefer to keep it at home.

Phil South's statement in his report on the GS simply meant that the advent of cartridge games is good news for everybody: programmers have more room to make better games; software houses make more money from them, so they will continue to support the C64 and GS; and you benefit because the games load instantly, never crash and are generally of a higher quality. No contrast there, methinks. And yes, you're right, it was a mega exaggeration.

TMB

SMOOTH AS SANDPAPER

Mighty Brain

On going to the Computer entertainment Show I saw the stand selling *Commodore Format*. I decided to take a quick peek at this 64 magazine. On doing so Andy Dyer came up to me and with his smooth salesman technique persuaded me to buy it. Your mag is a lot better than all the rest, as all the rest have the Amiga reviews in them which really gets up my nose. Anyway, I have a couple of questions for you.

1) I have been trying to find anybody who has played *F-16 Combat Pilot* on the 64 as I am considering buying it, but I want to know if it's any good.

2) In issue one you said you'd have a demo of *Days Of Thunder* on the cover tape of issue two. What happened to it?

Andy McGuire, Weston Super Mare

Personally, I don't think 'Atom-brain' Dyer could smooth-talk his way out of a damp anorak: you must have felt sorry for him or something. Anyway, CF*'s well worth buying so you weren't ripped off.*

1) I myself have seen F-16 *up and running and it appeared to me to be a little slow. Well, very slow actually but then I am capable of making an almost infinite number of calculations per second. I suggest you try it before doing anything you might regret.*

2) I told them not to mention it but would they listen? No! Because of the nature of the industry we are often at the mercy of the software houses and alas, Days of Thunder *just wasn't ready in time. More apologies, but I think you'll agree that what was on the tape more than made up for it.*

TMB

SUPERBRAIN

Dear Brainy

CF is the best thing that's happened to me. You couldn't ask for a better magazine. Right, I will get on with my questions.

1) The new mega 90's cartridges for the C64 which are used off the C64GS, does this mean better value for money e.g.

a) More playability; b) Better graphics; c) Better sound?

2) Will you have previews of the cartridges just like you have with cassette and disk games?

3) Has there ever been a *Superman* game or is it too old?

Tina Hamilton, Co Durham, *CF*'s No1 fan

(Oh good – TMB)

1) a) Playability depends solely upon the strength of the game design. Reduced loading times help a lot with 'Big' games like Turrican *or* Gunship*, but a game that loads quickly can still be 'crap' as you might say.*

b) Programmers who may have sacrificed graphics because of memory constraints in the past now have more than enough memory to play with. This means that there is more room for animated intros, loads of sprite animations, and smart hi-res intermission screens. The quality of top notch graphics won't really improve, but at least you'll have more of them.

c) The only improvement in sound comes with samples, which ordinarily eat up huge amounts of memory. Hopefully, more games will include these, since the C64's sound chip can reproduce some high quality samples.

2) We're way ahead of you.

3) Tynesoft produced a fair-to-middling Superman game about two years ago but I don't rate your chances of finding it very highly as the software house recently bit the dust. Try bargain buckets and budget racks...
TMB

NUMBER OF THE BRAIN

Dear The Mighty Brain
Will you answer some questions for me? Oh alright then, we'll start with number...
ONE: When will *Wings Of Fury* be available on C64 cassette?
TWO: Will there be any chance of a *Ninja Re-Mix* demo?
THREE: Can you recommend any good rated tank games?
FOUR: What's it like to have been living in a glass jar for billions of years?
Weyley Taylor, Sheffield

I'll start with number...
FOUR: I'll tell you in a few billion years' time.
THREE: There aren't many good tank simulations on the C64. Accolade's Steel Thunder *is included on their* All Time Classics *compilation (reviewed this very issue as it happens). It's a bit slow but looks comprehensive and could well be what you're after.*
TWO: Nope. Sorry – at least you've had the full review in this issue.
ONE: It's out now.
TMB

MEGA CHEEKY KID

Oh behold the Mighty Brain!!
I have a few questions to ask and (to see if you are so mighty and if you're a brain and not just a pile of senseless flesh) you've got to answer them.
1) Will you be putting cartridges on the front of the mag for people with the C64GS?
2) Am I one of the two winners of the 'Give It To Me, Me, Me Please' compo?
3) If not why not?
4) Will you print my letter?
5) Oh yeah. By the way, how can you, a mere brain with no heart and no lungs, write replies in this mag when you have no hands? Or if you're gonna answer that by saying you dictate and your secretary writes then how do you dictate with no mouth? TOP THAT ONE!
Jian Farhoumand, known to the girls as Mega Funky Kid

Well, 'Funky' (sad, isn't it?), despite your harsh tone, I shall stoop to answer your pitifully easy questions...
1) No. It would cost us nearly a million pounds to do so.
2) No.
3) Ask fate.
4) No. But the printers will.
5) You humans simply have no real grasp of the power of the mind, do you? Hardly your fault, though, having such small minds in the first place. Consider it 'topped'.
TMB

KICK THE PLAYER

Dear TMB
Please, please tell me will *Player Manager* and *Kick Off* be coming out on the C64GS because I am seriously considering getting one because they look good. If they do come out on it I will subscribe to *Commodore Format.*
PJ Richardson, Bolton

It sounds like you own a C64 already, so you don't really need to buy a C64GS. Player Manager *and* Kick Off *are already available for the C64, after all. However, Anco have announced that they will be doing a special cartridge version of* Kick Off, *incorporating all the features of the 16-bit versions – and more. Stay tuned.*

Anyone who doesn't subscribe to CF *needs their cerebellum examined.*
TMB

BROS

Dear Big Brain
Could you answer these questions for me?
1) I am arguing with my friend. He says that *Super Mario Bros* is not out on the C64 cassette. I say that it is out so can you tell me the answer?
2) What is the best joystick in the world. I am doing a project in school about joysticks. Is it the Cheetah 125+ or Turbo II or something else?
3) Just a few words about your brill mag. It's wicked, brill, funky and dudey.
A Bird, Paignton

1) Game, set and smug grin to your friend I'm afraid. SMB is only available for the Nintendo console. By the way, try never to argue. It's always pointless.
2) The best joystick in the world is, I believe, the one that controls the robotic space arm on the American space shuttle. You could probably get Rockwell International to produce one for you, but you might be looking at a capital outlay of around $2 million.

Favoured by the single-celled pea-brains called the 'CF staff' is the Powerplay Cruiser – but that isn't to say it's the best.
3) Why thank you, I too believe that it's pretty devilish, brilliant, not lacking in rhythmic motion and could be said to resemble, though only vaguely, a dude.

Did I tell you about my theory of fractal dessert which explains why you can never have too much of it? well we're out of time, sorry.
TMB

Don't be left out in the cold this Christmas (tacky – Ed). Stay in by the warmth of a roaring Commodore Format 4 (you're fired – Ed)

Next month (issue 4 to be precise) *CF* is going to be an absolute corker. For starters, we've got a totally mega cover tape, bearing such delights as (takes a deep breath)... the full game *Beyond The Forbidden Forest*, a rolling demo of *Lotus Turbo Esprit Challenge*, the full game *Bounder* a playable level of *Warlock*, the full game *Inner Space*, plus a a playable demo of *Total Recall*. YOW!

But what about the mag? Well, in 30 days' time, *Commodore Format* goes to the movies! We've got big movie tie-ins to review and preview like *The Hunt For Red October, Robocop 2, Total Recall, Navy SEALs, The Spy Who Loved Me, Back To The Future III, Dick Tracy* and *Days Of Thunder*! We've got a special feature on film licences with all your favourite characters... We'll have all the biggest Christmas releases up for a look-see, like (probably) *Teenage Mutant Hero Turtles, Wrath Of The Demon, Puzznic, Gotcha, The Last Ninja 3, Dragon Breed, Night Shift, St. Dragon, Brainblasters, Diplomacy, E-Swat, Exterminator, Helter Skelter, Fire And Forget II, Gazza, Hell Hole, Judge Dredd, Line Of Fire, Shadow Of The Beast, Summer Camp, Wild Streets* and more...!

Commodore Format *issue 4. We can hear you drooling already!*

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CBM 64 CLASSICS

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Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability

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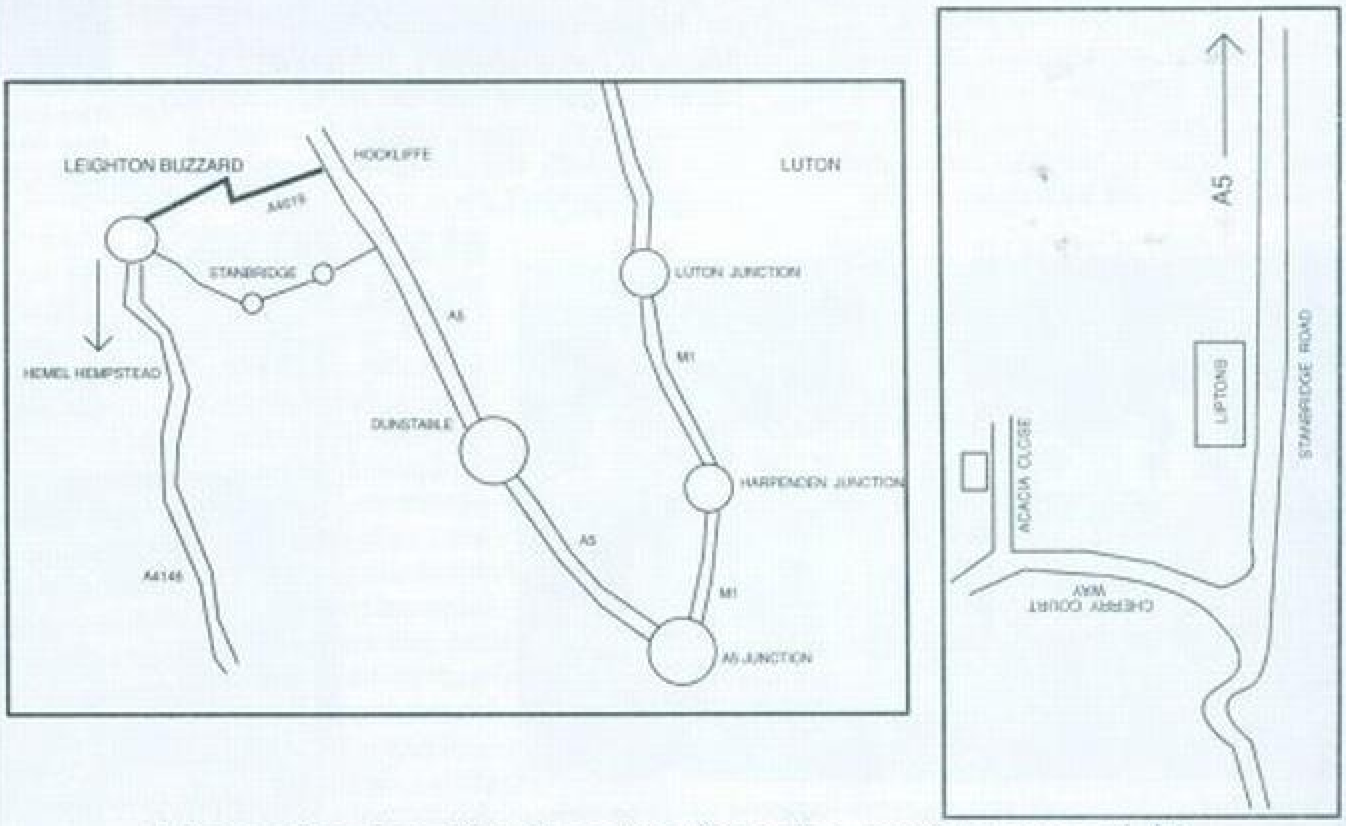


Maps showing direct routes from the motorway and A5

GOING ON-LINE

Thinking about getting a modem? Log-on with* Andrew Hutchinson *and take a trip around a strange world that exists only at the other end of your telephone line. You never know, you might even get MUGged

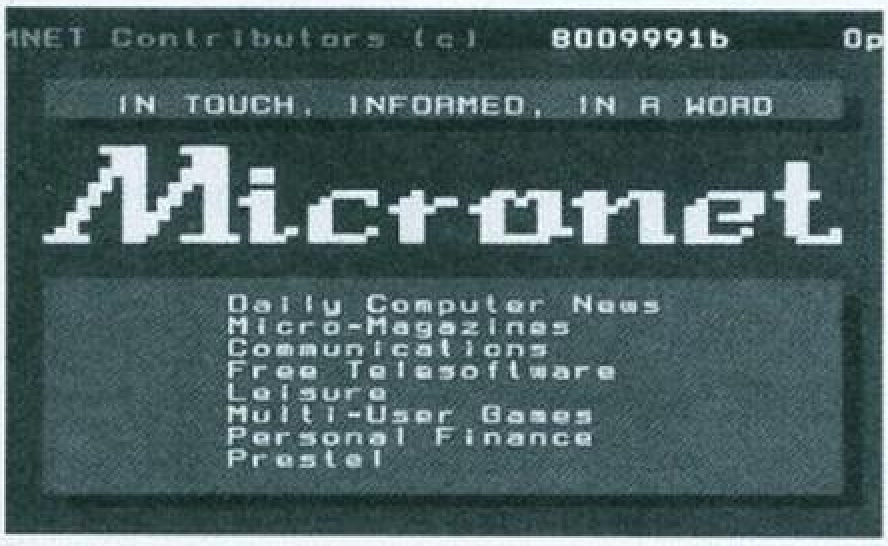
Having grasped the essentials of operating a modem it's time to join the on-line community and communicate. There are many different ways in which you can converse with your fellow 64 owners and one of these options is via a large commercial on-line database.

One of the best on-line systems is Micronet. The Micronet service has been running for eight years and it offers a wealth of features which can be explored by telephonic travellers. Micronet was set up to cater specifically for the home computer user. This means you can talk to like minded computer users who are interested in getting the most out of their Commodore 64, yet keeping abreast of all that is new in the fast changing world of home computing.

So why is a commercial database better than a hobbyist's bulletin board? There are a number of reasons for investing in a board such as Micronet and the most obvious of these is the user base. Whereas a bulletin board might have a hundred regular users as well as another couple of hundred occasional callers, Micronet gets thousands of calls every week. What's more, fifty callers can be on-line at the same time. This means that you can interact in real time with a large number of like minded 64 owners. News, views, opinions and even files can be exchanged in real time over the network or can be left to be picked up by individuals or general groups.

You can send a message through to someone's paper or even a fax

One of the prime reasons for paying money to use a computer system is the electronic mail service. Micronet offers a sophisticated system whereby either specific or general messages can be left for users. Each subscriber has his or her own mail box which can be addressed by specific users (Micronet has a directory, just like BT). On top of this, general mail can be sent out and intercepted by groups with broad interests such as games, demos, spreadsheets or lasagne (*really? – Ed*).



```
NET Contributors (c)    8009991b    0p
  IN TOUCH, INFORMED, IN A WORD
Micronet
        Daily Computer News
        Micro-Magazines
        Communications
        Free Telesoftware
        Leisure
        Multi-User Games
        Personal Finance
        Prestel
```

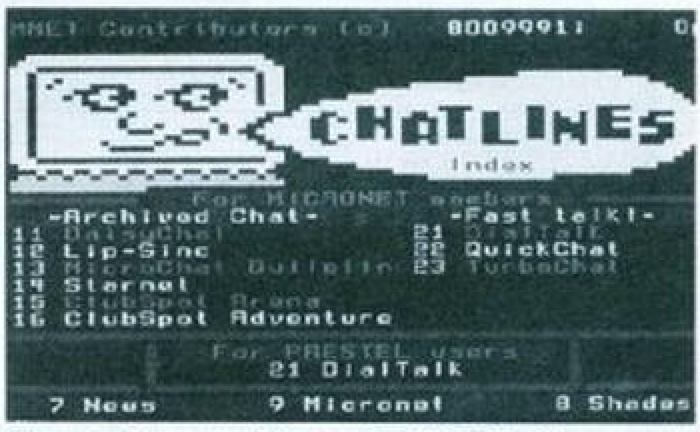
The 'front end' of Micronet, the massive national databse network available to every home user in the UK with a modem. Almost any modem can dial it and thousands do, every week

ELECTRONIC MAIL

Like all decent on-line databases, Micronet offers subscribers an excellent electronic mailing system. Using this service you can write a letter to another user and this is then placed in his personal mailbox. You can use standard forms such as Valentine cards or greetings messages and just enter a short pithy message. Alternatively you can launch into a book length diatribe. There are 80,000 users who subscribe to Micronet and a further 105,000 on Prestel, all of whom you have access to. With the Interlink option you can send a message through to someone's radio pager or even fax!

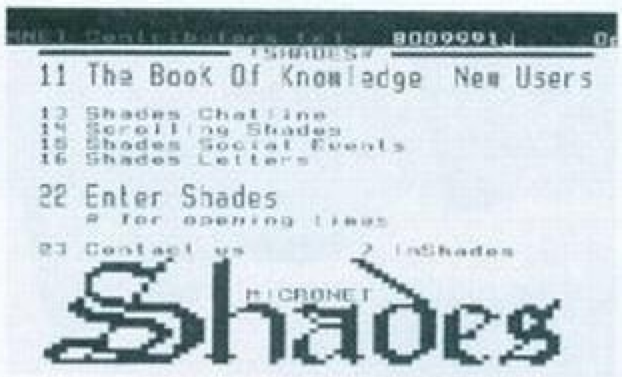
If you're a sociable type of person who enjoys a bit of banter with a few like minded people then the Dialtalk service might be just the sort of thing which will appeal to you. The service provides electronic conferencing facilities for a group of people. These conferences, which are held in one of 30 rooms, can be conducted in private or with the door left open, enabling anyone on-line at the time to join in. For example, you could leave a note on the general notice board asking fellow 64 owners to log-on and have a chat about the state of the games industry or why the 64 drive is so slow.

Following along similar lines to the conferencing service are the Chatlines. Quite simply, these services are like massive open ended conferences. You type in a line or two and whoever is on-line at the time can reply to it. Micronet have arranged to have celebrities sit in front of a computer at the other end, so you could find yourself chatting



```
NET Contributors (c)    8009991:    0
                    CHATLINES
                      Index
           For MICRONET members
 -Archived Chat-              -Fast talk!-
11 DaisyChat                21 DialTalk
12 Lip-Sinc                 22 QuickChat
13 MicroChat Bulletin       23 TurboChat
14 Starnet
15 ClubSpot Arena
16 ClubSpot Adventure
            For PRESTEL users
              21 DialTalk
 7 News          9 Micronet          8 Shades
```

The most popular Micronet utility. Chatlines work just like telephone chatlines but even with a modem, Micronet is cheaper to use

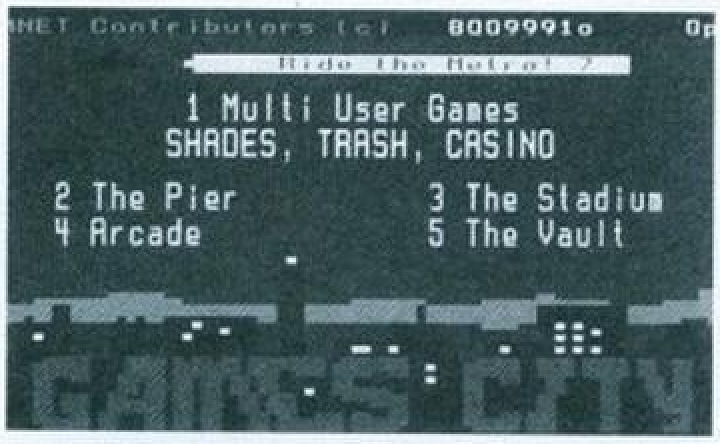


```
NET Contributors (c)    8009991
              *SHADES*
11 The Book Of Knowledge  New Users

13 Shades Chatline
14 Scrolling Shades
15 Shades Social Events
16 Shades Letters

22 Enter Shades
   # for opening times

23 Contact us          2 InShades
            MICRONET
          Shades
```

And this is how you first encounter the most popular MUG in the UK – Multi User Game, that is

up Selina Scott, Douglas Adams or, God forbid, Sir Clive Sinclair. Every month over a million people try out the service, so its obviously a fun way of spending half an hour.

All right, so you've got a stack of games collecting dust in the corner of your room which are very unlikely to be used ever again. You could put an ad in the local paper but everyone knows how crappy they are. The answer is Bazaar. This is Micronet's very own Arthur Daley section, where entrepreneurs can off-load some gear to the on-line punters. There are sections for the Commodore owner who's got some excess baggage, but if it's you who's collecting dust in the corner of the room then there's always the lonely hearts section.



```
NET Contributors (c)    80099910        0p
            Ride the Metro! ?
          1 Multi User Games
        SHADES, TRASH, CASINO

 2 The Pier               3 The Stadium
 4 Arcade                 5 The Vault
```

Apart from the MUGs, you can play competition games on Micronet for which there are prizes like CDs, TVs and videos

MULTI USER GAMES

One of the most interesting developments in the world of computer gaming was the arrival of the multi user game. This enables a large number of people to interact with each other through the computer. The basic idea is that you enter a fantasy world and wander around interacting with people and trying to solve puzzles. Unlike an adventure game in the traditional sense, in a M.U.G. the weird and wonderful creatures and people you meet are real people with real responses. Micronet offers two on-line M.U.G games, *Shades* and *Trash*. *Shades* is the most popular of these as it is the oldest. The world you wander around is a mystical land full of wizards, witches, goblins and tax inspectors. You move around the land just as you would in a normal adventure. The most interesting element of the game is the interaction. You can hold conversations with people who may choose to help you or decide to chop your head off and do a runner with all your goodies.

Trash is the other on-line M.U.G. game. The Multiverse has become completely full with rubbish. You travel to strange places collecting it. By incinerating it you earn promotion, perhaps ultimately achieving the title of Lord or Lady.

All on-line multi user games are tremendous fun. It's very easy to become completely immersed in the game world. This happens to the extent that the other people become fantasy characters whom you forget are sat at the end of a phone line just like you. What's more, when promotion comes and you move up from being a Neophyte to an assistant elf, you really feel a sense of achievement. Well, I felt a sense of achievement.

CLUBS AND MAGAZINES

The main benefit of Micronet is the way in which it brings together like minded people. Individual makes of computer are catered for in specific club or magazine sections. As a 64 owner there are a couple of sections which will be of interest to you.

The CBM Micro magazine has news and information about the Commodore range of computers. This section has been extremely popular with 64 owners for years and has a wealth of news, views and hints. General information can be picked up from the Soft-Tech section where everything from printers to programming languages is discussed. The Clubspot special interest group contains information from the British Association of Computer Clubs.

MAKE FRIENDS AND INFLUENCE PEOPLE

There are three main ways of conversing with fellow Micronetters, the chatlines, dialtalk and mailbox. The chatlines have proved to be among Micronet's most popular features as they are a great way of engaging in some light conversation. To use the service you simply enter a chatline which takes your fancy and an on-screen message announces to the other users that you've arrived in the room.

Dialtalk is very similar to chatline except that you can lock the door to other users. This means that private conferencing can go on. Groups meet through messages left on the notice board.

Mailbox is a standard electronic mail system. Each user has his or her own mailbox which is addressed by an eight digit number. If you wish to regularly keep in contact with someone then this is an excellent way of doing it because you don't have to log on at the same time. Standard letter headings such as birthday or anniversary cards can be sent with your message placed in the middle.

Micronet offers far more facilities than we can discuss here. If you're in a user group, see if you can log-on with somebody for an evening. You'll want to go back.

You can hold conversation with people who may choose to help you or decide to chop your head off

Getting around Micronet

Navigating your way around Micronet can be something of a daunting task at first. The actual act of entering a location on the net is made considerably easier by the use of labels. Each of the sections you want to look at his its own name made up of letters and/or digits. For example to enter Shades you simply type in *SHADES or the page number 8118. To enter the mailbox section you simply type in *7 and you can read your mail. Alternatively you can leave Micronet all together and zip into Prestel by typing *1. The software you need to get the most from Micronet is available direct from them.

What does it cost?

When you subscribe to Micronet you also get membership of the massive Prestel database (more about that next week). If you are a domestic user it costs £20 per quarter, if you're a business user then it's £30. In addition to this there are varying on-line charges. Phone Micronet up between midnight and eight in the morning and there are no on-line charges. Between 6pm and midnight it's 1p a minute and at peak times, namely 8am till 6pm Monday through Friday it's 7p a minute. Don't forget, however, that on top of that are the normal telephone costs incured from dialing up your local access node and this is the most expensive part of getting on-line. To find Micronet (0800 200 700 voice) or try a free demo (0272 250000 with the ID4444444444 password 4444).

ID: COMMODORE FORMAT 3, December 1990

Competition Winners

The youth of today, they don't know they're born. In my day you had to work 24 hours a day for a whole year just so that you could afford a ZX81 and even then you had to assemble it yourself. What's more you then had to save up for another year just to get the TV to use it on. And that's not all – *THWACK!*

Sorry about that, the Ed was getting so bogged down in his mire of self pity we had to punch his lights out. What he was eventually getting around to was this: we had a wonderful response to all our competitions in issue one and have decided, for two very good reasons, to print all the winners from *CF*1's compos. The first reason is to inform all the fortunate recipients of the goodies so that they have something to look forward to. And the second reason is that we're really rather nasty pieces of work and thought it would be a reet laff to make the losers feel bad about missing out, so here goes...

DON'T GIVE IT TO THE BLOKE NEXT DOOR!

Here are the names of the two winners and their entries which secured a C64GS console for them.

M. Philpotts of **Romford**
Give the C64GS to me and not the bloke next door because:
He thinks he is a small pilchard from the north sea and has been in an asylum for three years.

And **Steven O'Mullan** of **Glasgow**
Give the C64GS to me and not the bloke next door because:
I want a C64GS! If I don't I will grow humongous sideburns and engulf the Commodore Format *offices in them.*

Make of it what you will.

ACTIVE BALLS

Take heed **Neil Brotherton** of **Newcastle** and **Michael Pearce** of **Newport**, your balls are in the post (Nyuk Nyuk!).

USER FRIENDLY EARWAX

The winners of Cosmi's *20 Software Tools* are:

I Palmer, London
I Duggan, Uxbridge
M Philpotts, Romford
R Sands, Bournemouth
C Bradford, Brighton
Howlin' Mad Mick, Sunderland
G Jones, Skegness
W Kidd, Edinburgh
J L Court, Cowplain
J Ford, Tonbridge
R Moore, Leeds
N Schofield, Rochdale
B Stevenson, Chesterfield
S Twigg, Burton on Trent
J Graham, Newcastle
C J Dickerson, Ipswich
R Tiplady, Huddersfield
D Smith, Watford
T Clarke, Leicester
D Hennessy, Bradford

HAPPY BIRTHDAY, BUCK!

A Quasar is, of course, an unusually bright galaxy hiding at the furthest point in the known Universe in order to avoid the poll tax. (Well, actually we made up the bit about the poll tax).

And who's copping for a Buck Rogers role playing board game? None other than:

Lee Scruton, Lincoln
K Damestani, Shoreham By Sea
A Callieu, London
B Crosbie, Glasgow
H F, Liverpool
D Fairweather, Middlesbrough

MY GOD, IT'S FULL OF STARS!

The stonking first prize telescope goes to **H Hilton** of **Weston Super Mare** who is, we are informed, all-seeing, mighty, violent, omnipotent and very punctual.

20 second prizes of glow stars (stick 'em to your wall and drive your parents insane) and luminous yo-yos go to:

K McKenzie, Arbroath
W Bufton, Bath
D Fairweather, Middlesbrough
T Mallery, Sidcup
D Beattie, Arbroath
J Bicar, London
M Durnall, Shropshire
M Justice, Watford
K Biesty, Manchester
J Bunting, Bakewell
T Evans, Oldbury
D Anderson, Sheffield
S Downie, Hull
S Rogers, Gloucester
M Jones, Birmingham
R Mardle, Basingstoke
H Colbran, Bexhill
R Marriott, Sheffield
K Williamson, London

And third prize (shiny luminous yo-yos from Mars) are on their way to:

A Callieu, London
I Hallam, Havant
D Cox, St Albans
R Howes, Cornwall
J Robinson, Gnosall
P Phillips, Ammanford
R Lowey, Warrington
A Moses, London
M Lefty, Dorset
B Adam, Glasgow
P Deverson, Kent
D Broughton, Scunthorpe
M Taylor, Ham Richmond
J Tors, Tonbridge
E Clayton, Lincoln
D Steel, Brampton
HF, Liverpool
H Shewry, Kidderminster
K Large, Rolleston on Dove
S Watson, Glasgow
A Bebbington, Bristol
E Ikalina, London
N Schofield, Rochdale
D Smith, Watford
P Turton, Nottingham
J Jones, Edinburgh
J Hill, Bath
R Shurmer, Worcester
M Ramshaw, Fleetwood
S Williams, Hereford

NUKE THOSE BEGONIAS!

The answers to this rather silly competition were:
1) Hardy Perrenials. (Tupolev Tu-144's and Galaxy C5A transporters are obviously only found in sandy, alkaline soil.)
2) Just below the brass grommet, where it splices into the wooden shaft. (Tricky one this – it's actually the Spear and Jackson number 5 that splits along the ventral fin).
3) Spray with Old Whitlam's bug-away, mixed 1:4 in distilled water. (Hands up all those who plumped for the shrapnel-loaded scatterbombs? Yes, effective, but now rarely found outside Poland and parts of Ecuador).

Enough garbage... on with the results:

Congrats to **Warren Kidd** of **Edinburgh** who will receive a spanking new Sony video and some air combat vids. Lucky s–er...

The 20 runners-up are (in reverse order):

D Buckley, Oldham
W Bufton, Bath
J Tors, Kent
C O'Dwyer, London
J Robinson, Gnosall
E Morgan, County Down
M T Le-Vallois, Paisley
A Baker, London
W Quinn, Salthill
D Broughton, Scunthorpe
A Asghar, London
S Farrell, Malahide
R Palmer, Stafford
J M Hobbs, Reading
J Bunting, Bakewell
M Justice, Watford
R Elrick, Ellon
P Taylor, Ilkeston
J Graham, Newcastle
N Cross, Danehill

If you weren't among the winners this time, keep entering and you're bound to win (slipping a crisp £10 note in with your entry often helps – Ed).

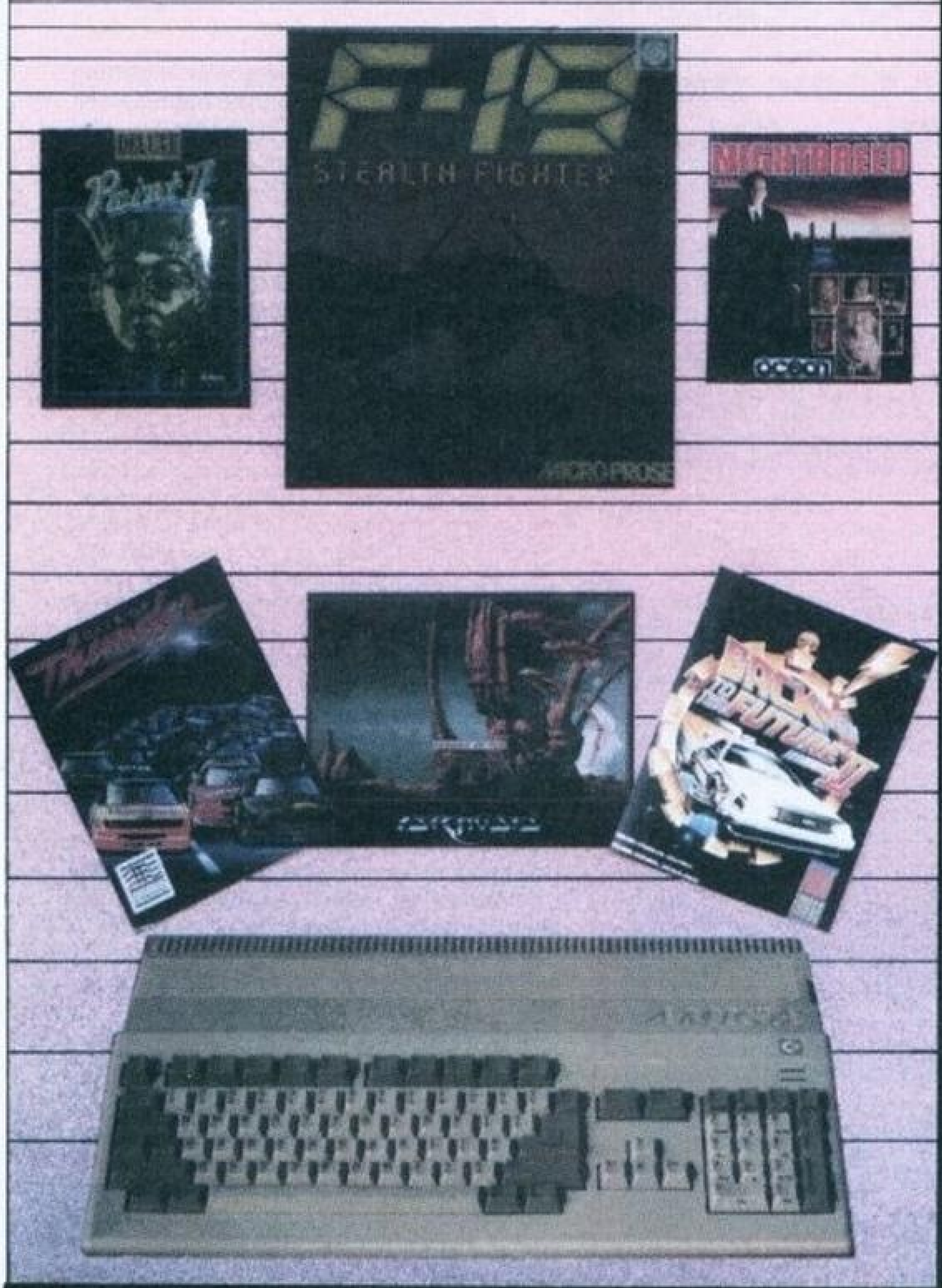
Winners use COMMODORE FORMAT 3, December 1990

NEW

Commodore

S★C★R★E★E★N★ ★G★E★M★S

AMIGA 500



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- Kickstart 1.3 and Workbench 1.3
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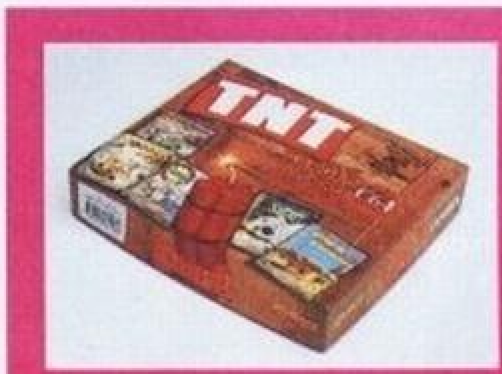
BUNDLES OF

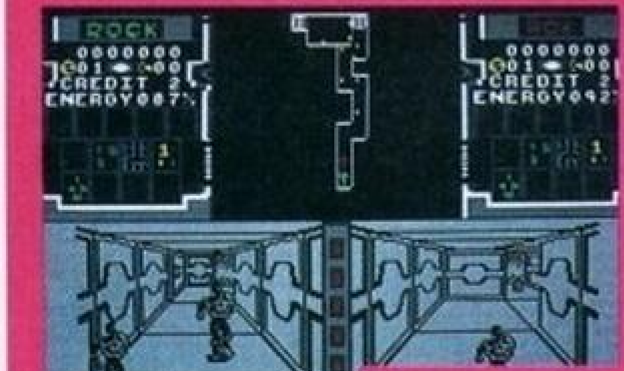
Anyone looking for some bargain software ('Where!? Lead me to it!' – Rog F) could do worse than get on the compilation trail before they all disappear this Christmas. Andy Dyer tucks into some pud and wades through the first of the Christmas collections

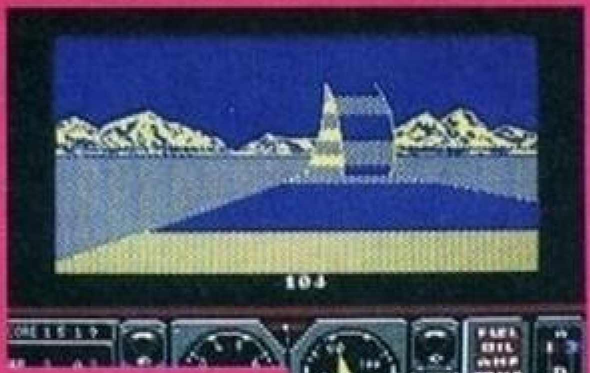


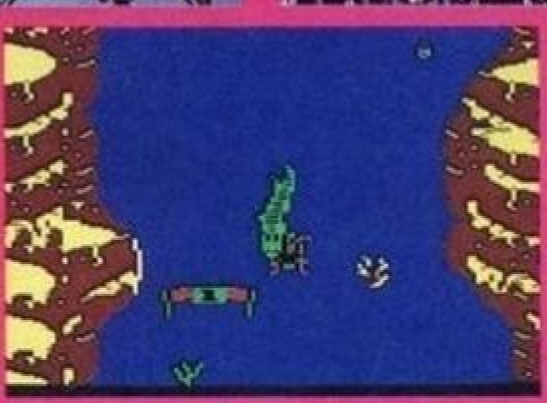
TNT

DOMARK
£24.99 disk
£14.99 cassette

BUNDLE OF 5



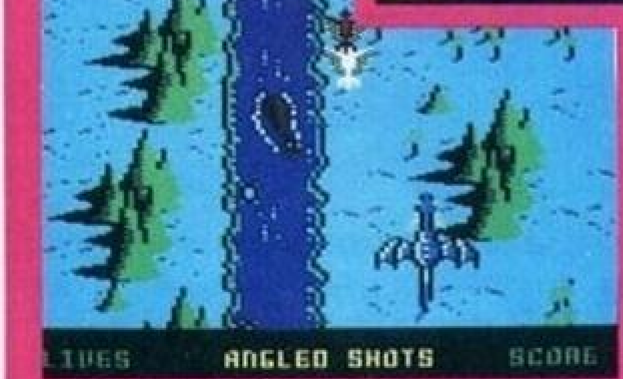


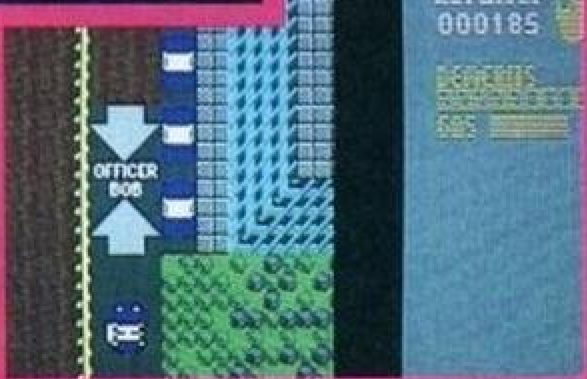


XYBOTS (top) Don't talk to strangers – especially when they're metal ones

TOOBIN' (right) Erm, well... weird game, huh?

HARD DRIVIN' This was a bad idea from the start and now you can see why





DRAGON SPIRIT Take to the skies. These guys have breath like petrol stations

A.P.B. Knock me down with a bag of swag if it isn't Officer Bob

Christmas is coming, the goose is getting fat. Please put a penny in the old man's hat. If you haven't got a penny then you might as well forget it because all of these games cost considerably more than one pee.

If you are a little stuck for cash or you want to get the most out of your Christmas present requests then the answer may well be in the shape of one of the many compilations that are going to be available over the next few months.

TNT

DOMARK

Hard Drivin', Xybots, A.P.B., Dragon Spirit, Toobin' –
£24.99 disk, £14.99 cassette

The first of these multi-faceted gems is *TNT* from DoMark – five previous full pricers for £19.95: good value or good for nothing? Let's have a look...

Each of the games on *TNT* are arcade conversions of Tengen 'classics' the first of which was never previously released for the C64 and will, for many users, get the old adrenalin going just by the mere mention of it's name: *Hard Drivin'*.

The arcade game was originally designed to be a professional driving simulator but for some reason was deemed more suitable for the leisure industry. It had a steering wheel with realistic feedback and accurately reproduced pedals, clutch, brake and accelerator – the whole caboodle – and it was an absolutely stonking experience to play it!

Then DoMark decided to do the conversion and, although the programmer did a superb job considering the magnitude of the project, without the twiddly but expensive hardware bits it became a fairly bland simulator in game's clothing. Sadly, the C64 version is even worse again than the other conversions.

It includes most of the features of the original, with a speed track to race around as fast as possible, plus the stunt track with loop-the-loop and a jump, not to mention all the other road users you have to avoid. But because of horrendous controls and hideously sub-standard graphics the game is rendered all but unplayable.

The second offering is *Xybots*, which puts the player in a walled 3D maze containing robots to destroy and keys and coins to collect. You view the maze from behind your character and can rotate him by moving the joystick left and right; moving it forward and back moves him in and out of the screen. Unfortunately, the maze doesn't actually scroll but updates in great big chunks which can leave you very disorientated and at the mercy of the enemy. This, coupled with unexciting monochrome graphics, means your interest won't be held for very long. On the plus side, *Xybots* can be played by two people simultaneously but the action

JOY?

becomes ludicrously slow so even this option doesn't exactly warm the cockles of your mussels. Onward bound...

The third game is possibly the most rip-roaring of a frankly rip-snoring bunch. *A.P.B.* puts you in the role of Officer Bob, a policeman with a purpose – or several purposes to be more precise. You view your police car from above and on each level are faced with a different task, from picking up traffic cones and stopping litter-bugs to arresting truly dangerous criminals by forcibly bumping them off the road. If, while you're doing this, you accidentally crash or kill innocents (an alarmingly regular occurrence) or do anything remotely un-policeman-like, you pick up de-merit points. If you collect several of these a comical scene appears in which your boss tries to strangle you. Experience too many and your law enforcing career is over. Nice cartoony graphics and fairly addictive gameplay makes this one a pretty good lark.

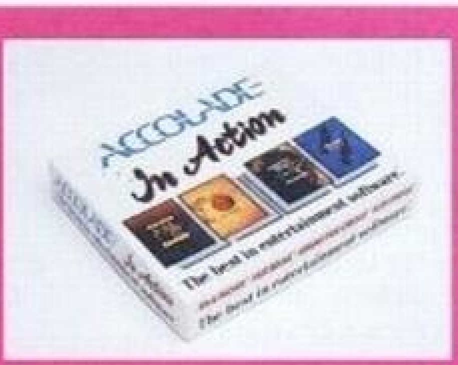
Last but one comes *Dragon Spirit*, a straightforward vertically scrolling shoot 'em up, where instead of controlling a spaceship you control a dragon, and instead of shooting alien craft you shoot a variety of creatures such as other dragons, hippos and bird-like creatures. There is a modicum of playability here, but the good game concept is let down by two things: an appallingly garish colour scheme and some very blocky sprites. The two effects combine to confuse the action and after a while it's like staring at a very expensive pizza having a fit. The gameplay also becomes repetitive too quickly.

All this leads me rather nicely onto *Toobin'* the last game in the compilation. This one too scrolls vertically but gameplay is somewhat different. You play a little boy in a little pair of shorts who rides the rapids of a very large river in a large inner tube (all very bizarre isn't it). You can rotate the little fellow and wildly flap your arms to gather speed (*what? Yours or the kid's? – Ed*). Then all you have to do is negotiate the various hazards that await you. There are crocodiles which eat you, rocks and spikes which threaten to burst your tube and large hands which drag you beneath the water in sinister fashion.

Each level follows a different theme t the last. The first is simply a canyon but later you travel through jungles and deserts and there's even a futuristic scene. Again, the gameplay becomes repetitive very quickly. One of the best aspects of the game is the sound track which changes with each level but then you might as well buy a real inner tube, a portable CD and cut out the middle man.

SUMMARY – Big name games but low on long lasting playability. *Hard Drivin'* shouldn't have made it past the demo stage, let alone be included here

POWER RATING 62%



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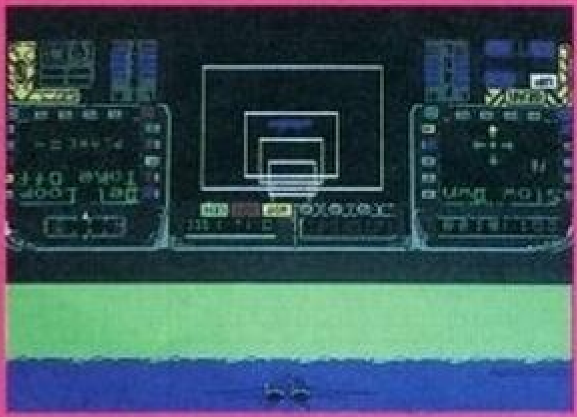

BLUE ANGELS

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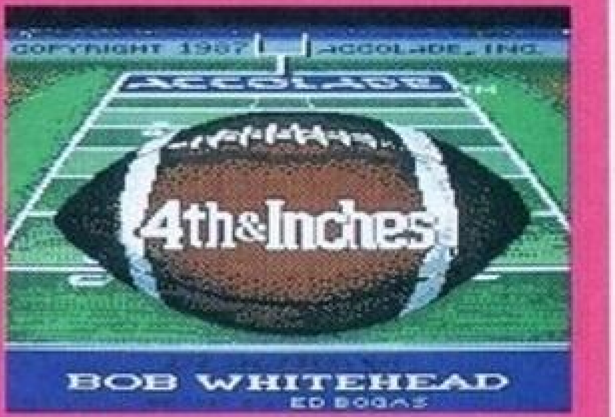
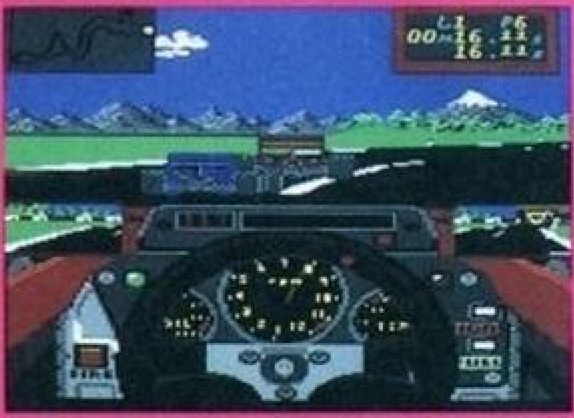


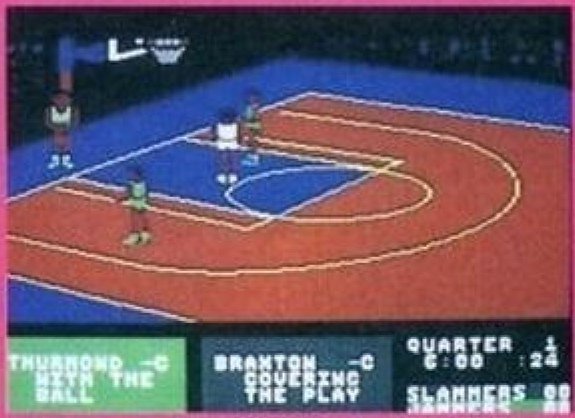
4TH AND INCHES

Break out the Budweiser, it's the American Football season



GRAND PRIX CIRCUIT

The speed, the challenge, the crashes but without the ridiculous commentary!



FAST BREAK

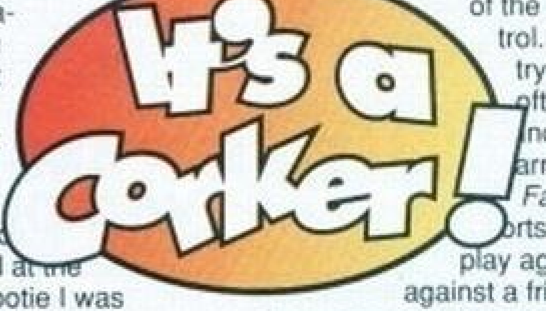
Dubbudda dubbudda dubbudda. Non-contact sport hits a 64

ACCOLADE IN ACTION

ACCOLADE

BUNDLE OF 4

***4th And Inches, Fast Break, Grand Prix Circuit, Blue Angels* – £19.99 disk only**


It's a Corker!

This is the point at which I break every rule of review writing etiquette and say 'BUY, BUY, BUY!' right at the start instead of during my summing up. This compilation is a real corker and if you can bear to hang around a bit longer I'll tell you why.

4th And Inches is the first of these treats and is an American Football game but don't let that put you off. As so one who gets suicidally bored at the mere mention of American Footie I was pleasantly surprised. Even if you don't know any of the moves you can get straight into this one and play 'blind'. One of the major plusses of *4th And Inches* is the fact that it's not just a strategic simulation: all of the intricacies of the game are there but you also control your players in real-time so you can make desperate dashes through the oncoming opponents which really gets the adrenalin going. So if you fancy yourself as a bit of a 'Fridge' or any other kitchen appliance for that matter, you won't go far wrong with this.

Moving swiftly on we come to *Fast Break*, a 'lofty chaps with leather balls' sim – yep it's basketball we're talking about.

Again there is a huge number of gameplay options available for the perfectionist but the impatient gamer can wade straight in and still have a riot. Each player has three team members, one of which flashes to indicate that he's the one currently under joystick control. If another team member is in a better position then a quick press of the Fire button swaps control. The trickiest part is trying to net the ball. More often than not it just rolls nd the rim then drops arrassingly off the edge! *Fast Break* is a neat little orts sim' and you can either play against the computer or against a friend which considerably increases the enjoyment.

And so we move from basketball court to racetrack and a game called *Grand Prix Circuit*. This is a 3D racing sim with a choice of eight different tracks, variable difficulty levels from 'easy' (with automatic gears and a virtually indestructible car) to 'practically

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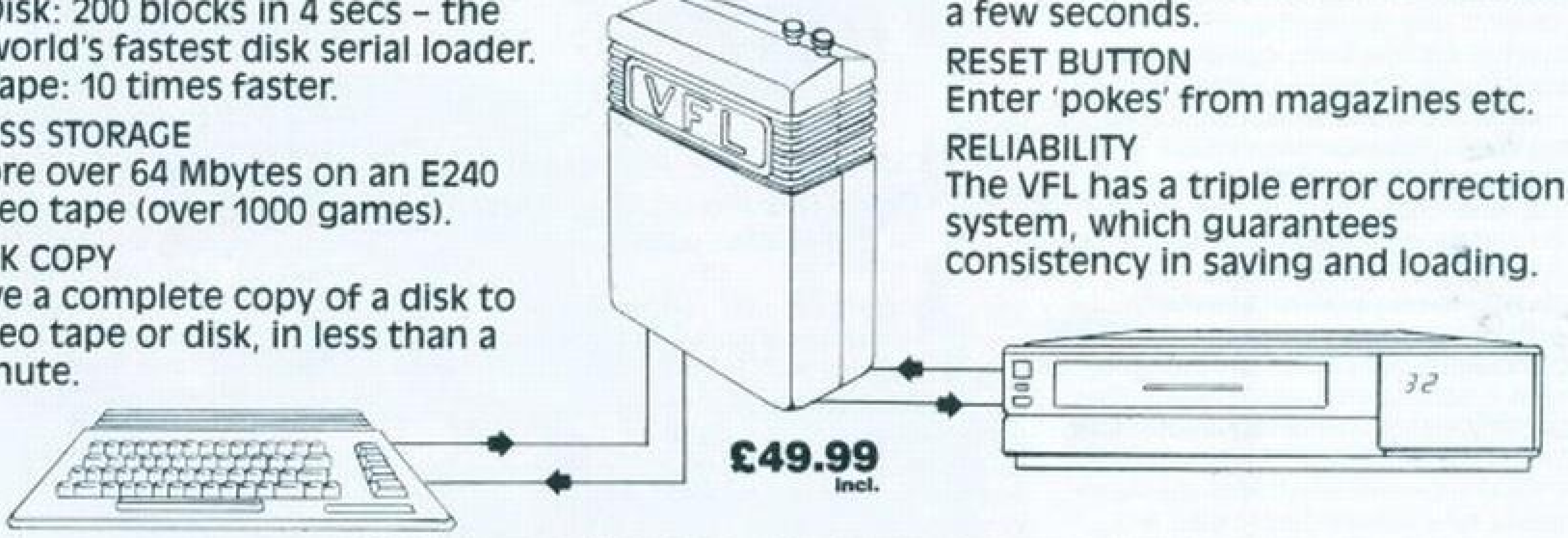

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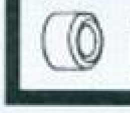
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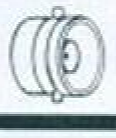
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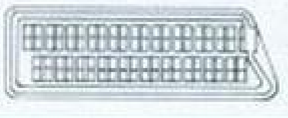
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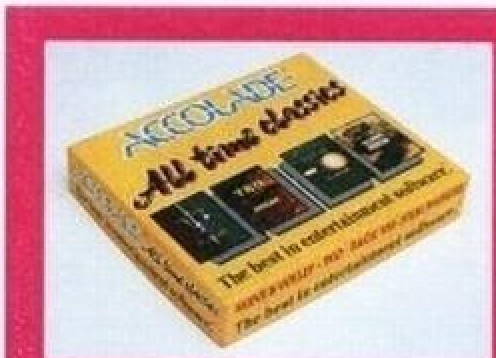
impossible', a practice mode, one race mode and the championship. It plays well, and the graphics are superb. The smooth, fast moving track, coupled with realistic control of your car makes this game a real bargain in itself.

The final game is a tad unusual and, at first glance, appears a bit dull. However, after a few plays it really grabs your interest by the short and curlies and just won't let go. *Blue Angels* is a flight simulator with a difference. You become a member of a formation flying team. You have a choice of which position in the formation you take and can then practice any of the set manoeuvres. The top half of the screen shows your view through the cockpit window, the bottom half shows a 3D representation of the route. A small target plane is displayed to show the perfect path through the manoeuvre and you must try to stay as close as possible to this in order to increase your ranking and more importantly, stay alive. There are other cockpit indicators to tell you what manoeuvre is coming up next and which direction to take. The ultimate aim is to fly a whole air display with as little error as possible. As a flight simulator it's pretty basic but it does have an addictive quality and enough originality which more than makes up for it.

SUMMARY – The rating speaks for itself, by far the best of the lot and represents excellent value for money

POWER RATING 92%



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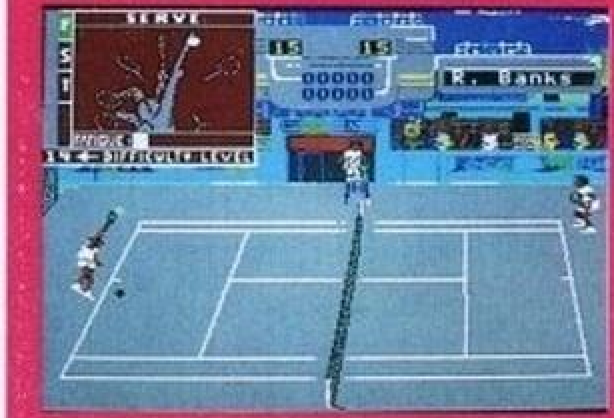
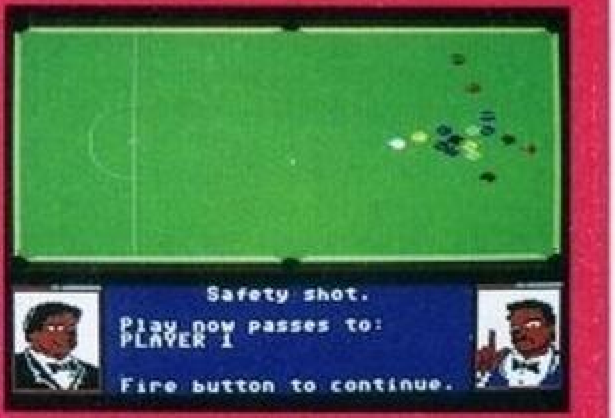
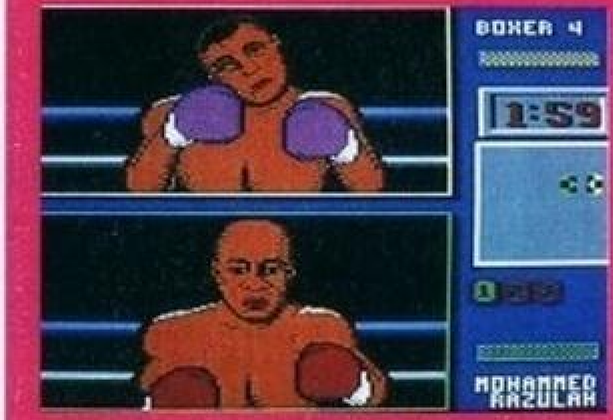
ACCOLADE
£19.99 disk only



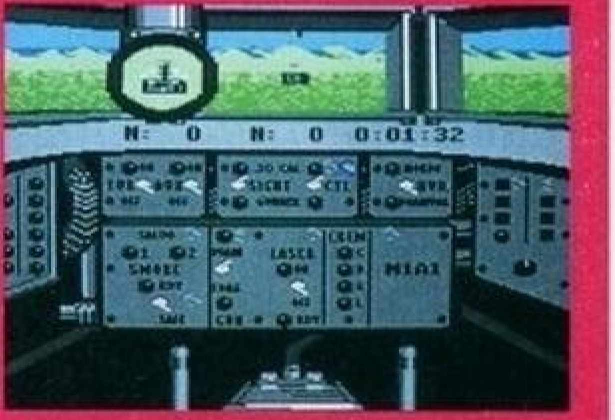
SERVE AND VOLLEY
Not an easy game to play but it could teach you a thing or two about tennis


Safety shot.
Play now passes to:
PLAYER 1
Fire button to continue.

RACK 'EM
Ooh-er, it looks as though your balls have been squashed. Foul!



TKO
Good grief – these two look like they were born on the receiving end of a hook



STEEL THUNDER
Not sure what's in the sight but if in doubt – blast it to pieces

ALL TIME CLASSICS
ACCOLADE

***Serve And Volley, TKO, Rack 'Em, Steel Thunder* – £19.99 disk only**

BUNDLE OF 4

Accolade have been busy lately compilation-wise and have also released *All Time Classics*, featuring *Serve And Volley*, *TKO*, *Rack 'Em* and *Steel Thunder*.

Not surprisingly *Serve And Volley* is a Tennis simulation of mammoth complexity. During any one rally, you need to choose the position of your player in order to intercept the incoming ball. When the ball has bounced in your half a window appears showing the type of shot chosen (be it backhand, forehand or whatever). It is then your difficult task to judge when to press the fire button, thus beginning your swing. Mis-time it and the ball thuds mockingly somewhere behind your player.

The animation and sound in the game are fairly good but because various windows are accessed during play, progress is horribly slow. it's like watching a whole game in the style of an action replay. Technically, *Serve And Volley* has everything but with this type of game playability should be a priority. Unfortunately there is none.

TKO stands for 'The Knock On' and is a simulation of knocking on elderly peoples' doors then running away before they see who did it (*Er... Andy, perhaps you'd like to play this one before you go on – Ed*). Ah ha! *TKO* stands for 'Technical Knock Out' and is in fact a boxing simulation. The screen is split across the middle, each portion providing a 'through the (black and swollen) eye' view of each boxer and by pushing the joystick in each of the eight directions you can select which type of punch you wish to use. Press fire and the punch is carried out.

At the end of three rounds a score table appears with details of the amount of punches thrown and damage caused etc, so it's quite possible to find that although you appeared to pummel your opponent he did in fact make more of an impact on you! The damage caused also becomes alarmingly obvious during the game as your character's face changes from boyish good looks to swollen bleeding pulp (who says boxing is barbaric?).

TKO is fun but only for a short time as tactical boxing plays very little part – it's simply a case of punching repeatedly and hoping for the best. If boredom sets in too much get a friend round and rearrange his face instead with the two player option.

Rack 'Em is not, as the name suggests, an incitement to inflict medieval torture but a pool simulation with a lot more besides. The game opens with an excellent soundtrack and animated picture of a mean 'n' moody 'Fast Eddie' Mahler-type character swaggering into the pool hall. Once into the game you have a number of options available, allowing you to play pool, snooker, eight ball or nine ball pool. Alternatively, you can customise your own game – choose the number of reds in snooker, for instance. You can even move every single ball to any position to set up trick shots. It's all very comprehensive, but once you've mastered the technicalities of the gameplay a huge amount of ball-prodding fun can be had (smutty innuendos, courtesy Andy 'fnar' Dyer Ltd.).

Last and definitely least is *Steel Thunder*, a game that attempts to capture all the excitement of travelling around a battlefield at a snail's pace in an unwieldy tank. And in that respect it does the job very well. The somewhat confusing instruction booklet means that learning to play is more difficult than it should be – in fact it's far more challenging than the game itself. And even when you do get the hang of it, poor graphics and slow, tedious gameplay makes this about as interesting as a day out with the Editor. (*You're fired. Erm... the moment you've finished this compilations feature – Ed.*)

SUMMARY – Nowhere near as good as the other Accolade offering but still quite a bargain. There are worse things to spend 20 quid on (like 50 kilos of horse manure, f'rinstance)

POWER RATING 70%

PLATINUM

US GOLD

BUNDLE OF 5

Black Tiger, Strider, Forgotten Worlds, Ghouls 'N' Ghosts, LED Storm
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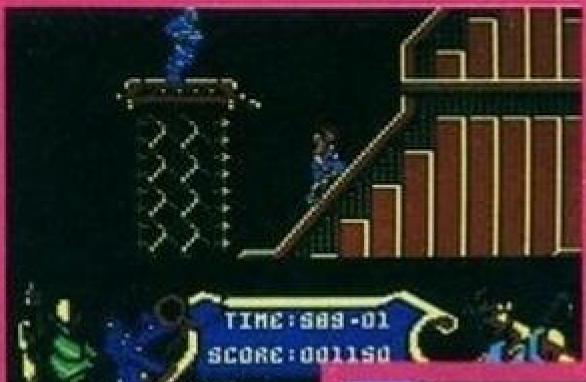
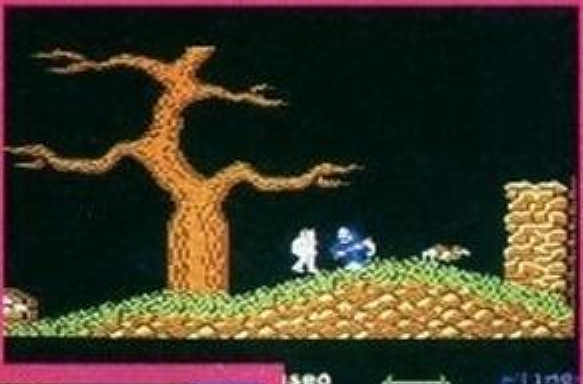
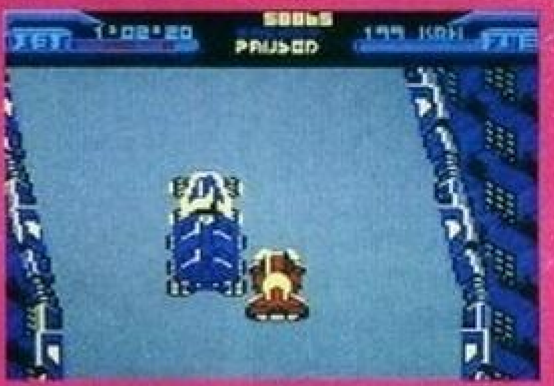


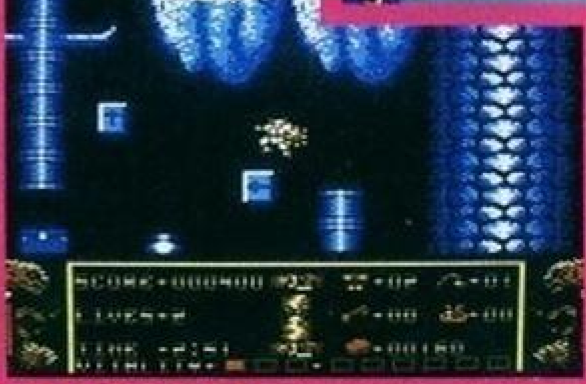




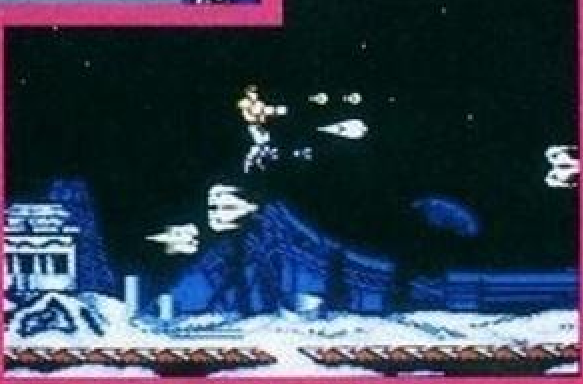
STRIDER (top)
Old heroes never die – they get converted

LED STORM (right)
The best of this conversion collection

GHOULS 'N' GHOSTS
Is that a spooked adventurer I see near that spooky ghost (or is it a ghoul?) beneath the spooky tree?



BLACK TIGER
Follow the arrows deep into the caverns but be careful where you leap



FORGOTTEN WORLDS
Eerie backdrops and nifty sprites but does it make a good game? See below

And the final compilation up for inspection this month is *Platinum* from US Gold and features five arcade conversions of Capcom games.

First on the reviewer's chopping block (*please, no jokes about choppers – Ed*) is *Black Tiger*. You play the part of a squat warrior armed with a large spiked ball and chain and various bullet-like things which you use to fend off monsters. There are skeletons and wraiths which are easily despatched but you're also up against spinning skulls which cannot be killed and four massive stone blocks with smiley faces (everybody now: 'Ass-iiiiiid').

The graphics are beautifully drawn – the backdrops especially are very atmospheric and fade nicely into the darkened background. The game play is a little too difficult at times – get through to the bitter end and you're a better man than I. But then, who isn't.

Next comes *Strider*, a name now synonymous with great graphics and playability. The screen scrolls horizontally and vertically as you guide Strider around the complex landscape. The little guy's agility is really quite stomach churning.

Battle your way through to the end while a variety of opponents and gun emplacements try their best to stop you. At times it seems like there's no way to get past certain hazards which could quite easily spoil the enjoyment of it all. Arcade adventure freaks will love it.

The third course is a delicious horizontally scrolling dish, cooked in a futuristic shoot 'em up sauce and topped with a liberal sprinkling of crapness. *Forgotten Worlds* just didn't appeal to me. The sprites are well defined, the action is fast and furious and the backdrops are beautifully drawn but the gameplay just isn't slick enough to keep you coming back. Ask your friendly neighbourhood software shop if you can try afore ye buy.

And now, pit your might against the *Ghouls And Ghosts*. This one probably needs no introduction whatsoever but, for the uninitiated, it's a horizontally scrolling slice 'em up set in a medieval fantasy scenario. You start the game with a set of armour and several swords which, rather oddly, you throw instead of wielding and a large number of lives (you need them all!). The variety of monsters you face is bewildering and difficulty level is horrifying but it's sufficiently polished.

To finish off with, we have *LED Storm*, by far the best game on *Platinum*. It's a car racing game which is viewed from above and scrolls vertically. There are a number of stages to complete, the first of which takes place on an aerial racetrack high above a cityscape, scrolling in beautiful parallax fashion below. Dozens of other vehicles try and block your path but these can be jumped: press the fire button and your car looms larger than life out of the screen as it puts space between it and the roadway. There are also little frog-like creatures which attach themselves to your car and slow you down. At regular intervals the road breaks up revealing the buildings far below! *LED Storm* is big, bold, fast, colourful, playable, and addictive. What better note to end on?

SUMMARY – ***LED Storm*** **is brilliant and the others range from very good to average. The punters (ie you) won't be dissapointed**

POWER RATING 78%

NEXT MONTH

Space and sackings permitting, AD might be back next month to continue his frontal assault on the world of boxed sets. Or then again he might not. In the mean time, compilation fans might keep an eye out for these little beauties...

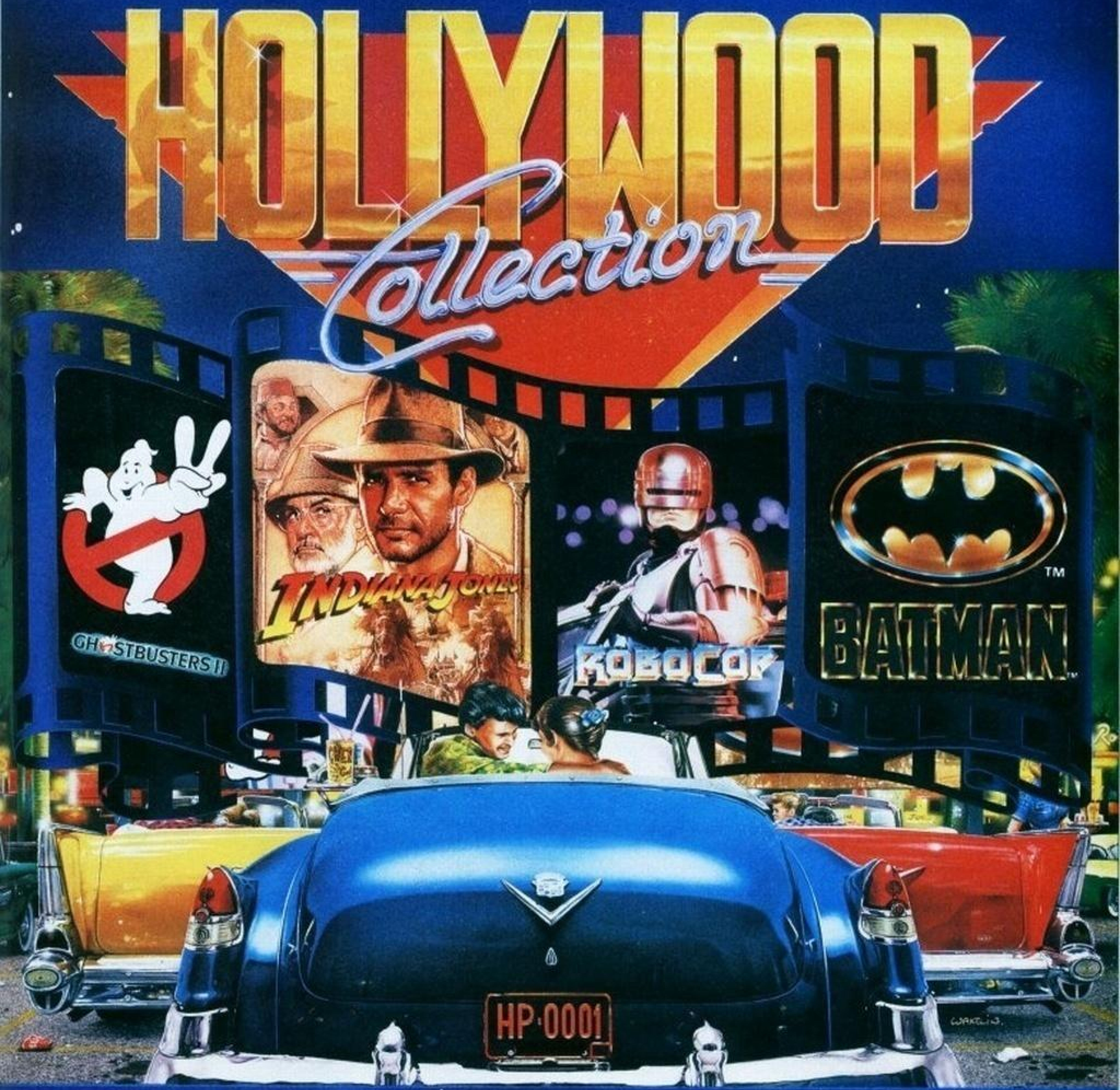
WHEELS OF FIRE – Domark
Hard Drivin', Chase HQ, Turbo Outrun, Power Drift
OUT NOW – £24.99 disk, £14.99 cassette

SEGA MASTERMIX – US Gold
Turbo Outrun, Crackdown, Dynamite Dux, Thunderblade, Super Wonder Boy **NOVEMBER** – £19.99 disk, £15.99 cassette

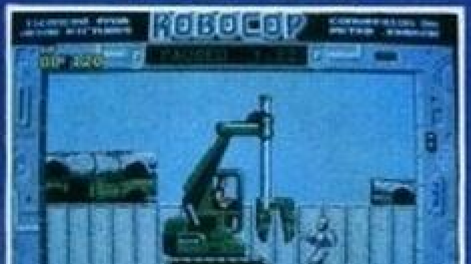
SYSTEM 3 PACK – US Gold
Myth, Vendetta, Tusker, International Karate +
NOVEMBER – £19.99 disk, £15.99 cassette

THE HOLLYWOOD COLLECTION – Ocean
Ghostbusters II, Robocop, Batman The Movie, Indiana Jones And The Last Crusade **NO RELEASE DATE** – £19.99 disk, £14.99 cassette

THE COM N PACK
OF MEGA STARS


HOLLYWOOD
Collection
GHOSTBUSTERS II
INDIANA JONES
ROBOCOP
TM
BATMAN
HP 0001
WAKELIN

ROBOCOP



ROBOCOP TM & © ORION PICTURES CORP. ALL RIGHTS RESERVED.

GHOSTBUSTERS II

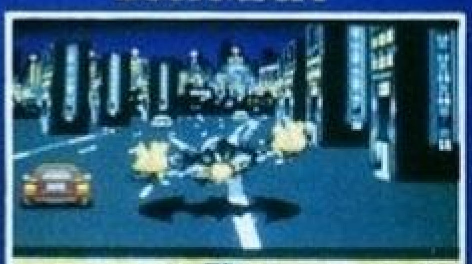
© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

INDIANA JONES

INDIANA JONES

TM & COPYRIGHT © 1989 by Lucasfilm Ltd. [LFL] All rights Reserved.

BATMAN



TM & © 1964 DC Comics Inc.

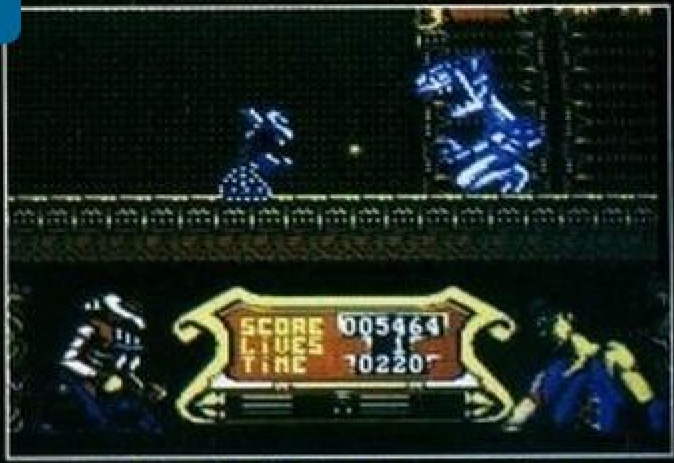
AMIGA ATARI ST

ocean

AMSTRAD
SPECTRUM
COMMODORE

TRAL STREET · MANCHESTER · M2 5NS · TEL: 06

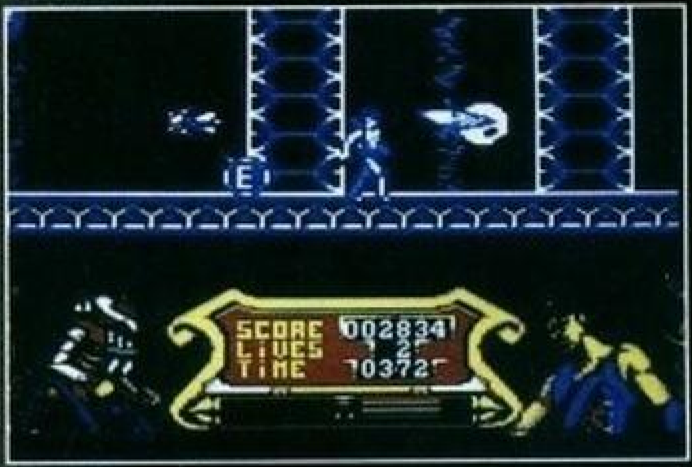
STRIDER II



Hacking through the Twin Towers, Stridey comes across a robot icon and a 'lecky force field. Now don't be silly, hitting it won't do any good...

With the current feeling of goodwill between East and West, Perestroika and Glasnost running rife, poor old Strider – once the scourge of the KGB and the most feared man in Russia – was pretty much out of a job. Left to perform cartwheels in his back yard and to practise slicing potatoes into strange and interesting shapes with one blow of his mighty blade, he was bored stiff.

But just as he was all set to call it a day, and prematurely retire himself to that eight-way scrolling battleground in the sky, along comes salvation in the shape of a fierce alien race who gate-crash their way through the ozone (or what's left of it) snatch up a world leader (a nice female, as it 'appens) and whisk her off to the planet Magenta for some unexplained but probably devious reason. Horrors!



Strider gets a bad case of metal fatigue at the end of the third level. That baddie looks none too pleased about the whole affair – best to put him out of his misery, s'pose...

'Hurrah!' cries Stridey. 'Er... I mean, how terrible. I shall go to her rescue immediately.' And so he boldly trudges off to indulge in some aggro and do over a few aliens just for the fun of it (and to the stirring anthem of the *Strider* soundtrack).

Having landed on the planet surface, Strider has five different areas to breach before reaching the woman, making a rescue bid and returning to Earth for the glory and large amounts of money. Each area is spread over many screens both horizontally and vertically, so Strider's gymnastic capabilities are brought to the fore yet again in order to traverse the aliens' domain. As well as Spiderman-like wall-crawling abilities and girlie-impressing mid-air cartwheel, he's also added rope and chain climbing to his athletic arsenal.

The action comes thick and fast right from the start, and Striderman has to contend with footsoldiers taking potshots at his person and flying birds which attempt to headbutt him! Every contact reduces our hero's lifemeter and, when it disappears, that's another one of his three Strider lives gone.

To despatch the more straightforward adversaries, Strider's not averse to whipping out his flashing blade; although specific mid- and end-of-level guardians require a taste of his gyro-laser gun before popping their rivets.

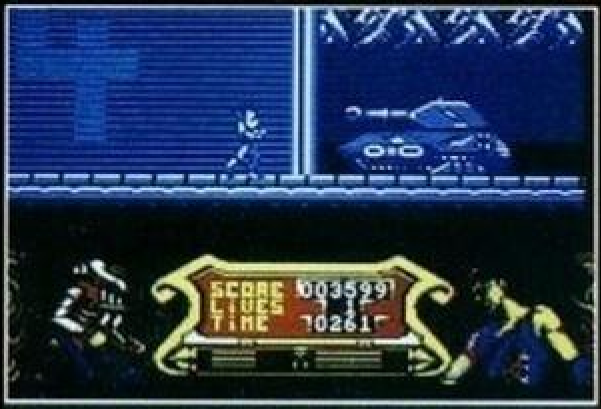
And if this isn't enough, Strider's gone and slid a further trick up his sleeve, in the ability to change into a robot. There are a number of small blue

And all because the lady's been kidnapped by 'orrible aliens for nefarious purposes. Why is there this myth that Earth girls are easy?

Take a dance with danger, promenade into peril, take a hike through hazard and amble into action. Yes folks, all this naff bipedal punning should tell you that the cartwheeling, crawling, climbing Strider is at it again! So is it a wander on the wild side, or just a walk in the park?

Striding ahead: **COMMODORE FORMAT 3, December 1990**

The scourge of the KGB
most feared man in Russia



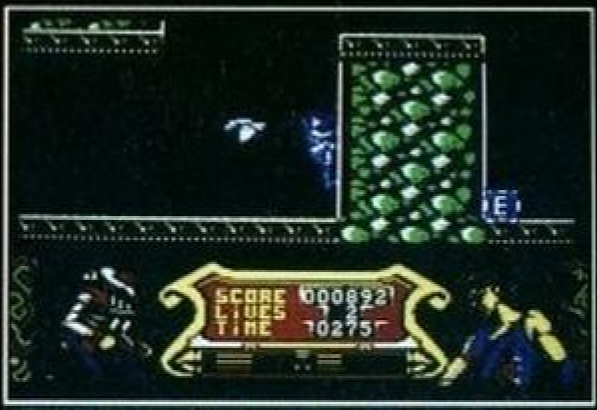
Toward the end of level two, our hero is about to get tread marks all over his face if he doesn't use that nice gun we gave him

icons scattered around each area. The more icons you collect, the longer Strider can remain as Stridebot, and the better his chances of coming out of the end-of-level scrap in one piece!

This end-of-level duels aren't quite as formidable as they sound, though. The robot simply trundles about from side to side and, while the nasties are large, they have limited animation (like none, in some cases). They aren't as fearsome or as impressive as they could have been.

The mazey aspect of the gameplay may not be to everybody's taste, since on later levels it can involve a fair bit of mapping in order to find and collect all the icons. Alternatively, you can wander around getting horribly lost and acting as target practice for the hordes of nasties patrolling the area!

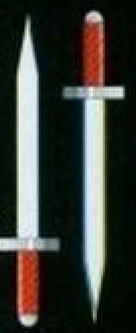
Mind you, at least there's some nice scenery to have a gawp at, and while it lacks something of the variety and detail of *Strider I*, each playing area is huge – much bigger than the original. Stridey has also lost his nice hi-res outline, making him a lot chunkier and less well defined, but at least he moves a lot faster and the scenery scrolls more smoothly.



'Hello, Mister Bird-alien. Er... Now don't get nasty. You wouldn't hit someone who's just been superglued to a wall, would you?'

After the wonderful arcade exploits of the first game, *Strider II* is slightly disappointing. Rather than try that little bit harder to squeeze in all the wonderful coin-op graphics and precision arcade gameplay, the game is reduced to 'search the maze and shoot the baddies' – but with knobs on.

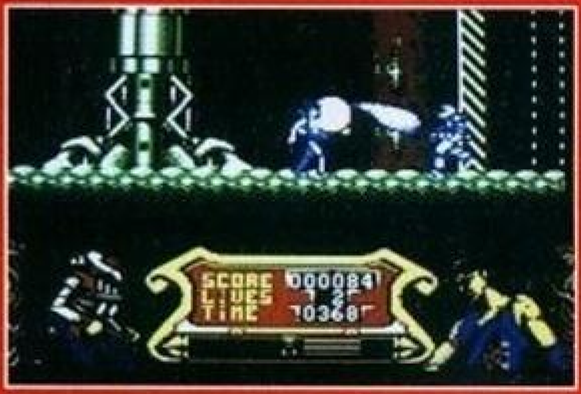
While still techincally brilliant, *Strider II* doesn't quite deliver the punch and variety of the original. Only the later levels live up to the promise of Strider's first outing. Even so, it's certainly worth a crack and I've no doubt that it'll still find a sizeable audience. Stroll on...



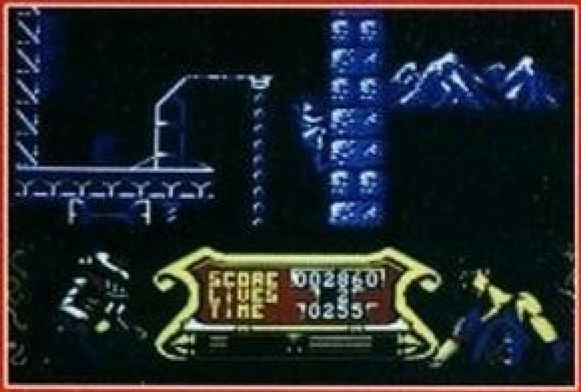
STEVE

Level-headed

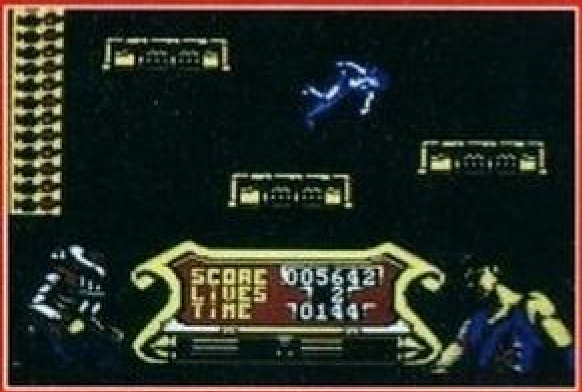
Strider II is split into five regions



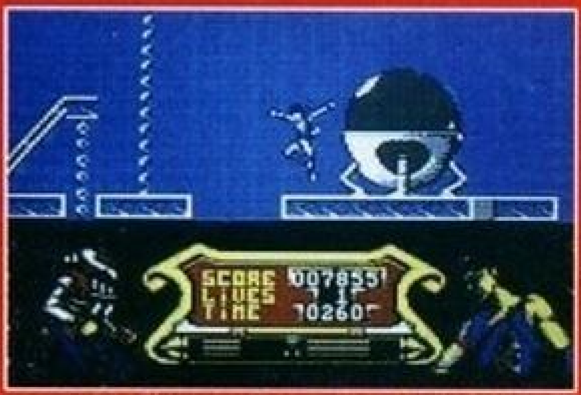
1 **Strider lands on the planet Magenta and strides his way through a forest before reaching the bulkhead of a large spaceship and its entrance elevator. A quick ramble through its many floors and rooms (plus a hairy face-off against a huge gun emplacement) leads him to...**



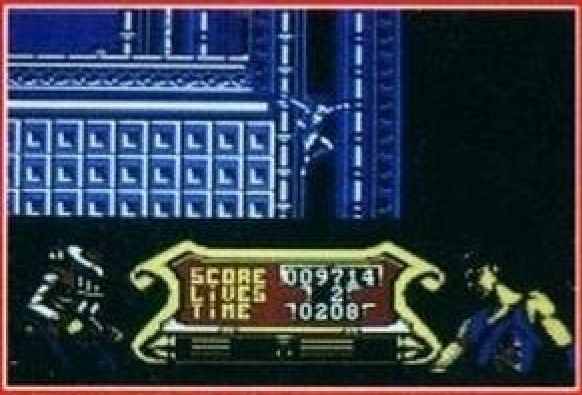
2 **The aliens' first line of defence: the Two Towers. Strider has to clamber all the way to the top of the first – and then climb all the way back down the other one. Then it's on to a series of tank-defended warehouses**



3 **Strider's next target is the underground caverns which snake their subterranean way to the Generating Station. Very alien-looking scenery here with lots of platforms and not an inconsiderable number of dead ends!**



4 **The Generating Station (and most playable level) – a weird platform-based structure rising into the blue and cloudy sky. Lots of chain-climbing and platform-leaping needed to reach the uppermost level and kill off the guardian**



5 **This is the huge and horrible climax, filled with baddies, platforms and elevators. Watch out for the anti-gravity well! Even if you make it to the end, there's the final shoot out with none other than the aliens' humanoid leader!**

Game	**Strider II**
Maker	**US Gold**
Cassette	**£9.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Guardians are a disappointing climax to each level
- Gameplay is reduced to simplistic search 'n' shoot format
- Sprites are plain and blocky

100

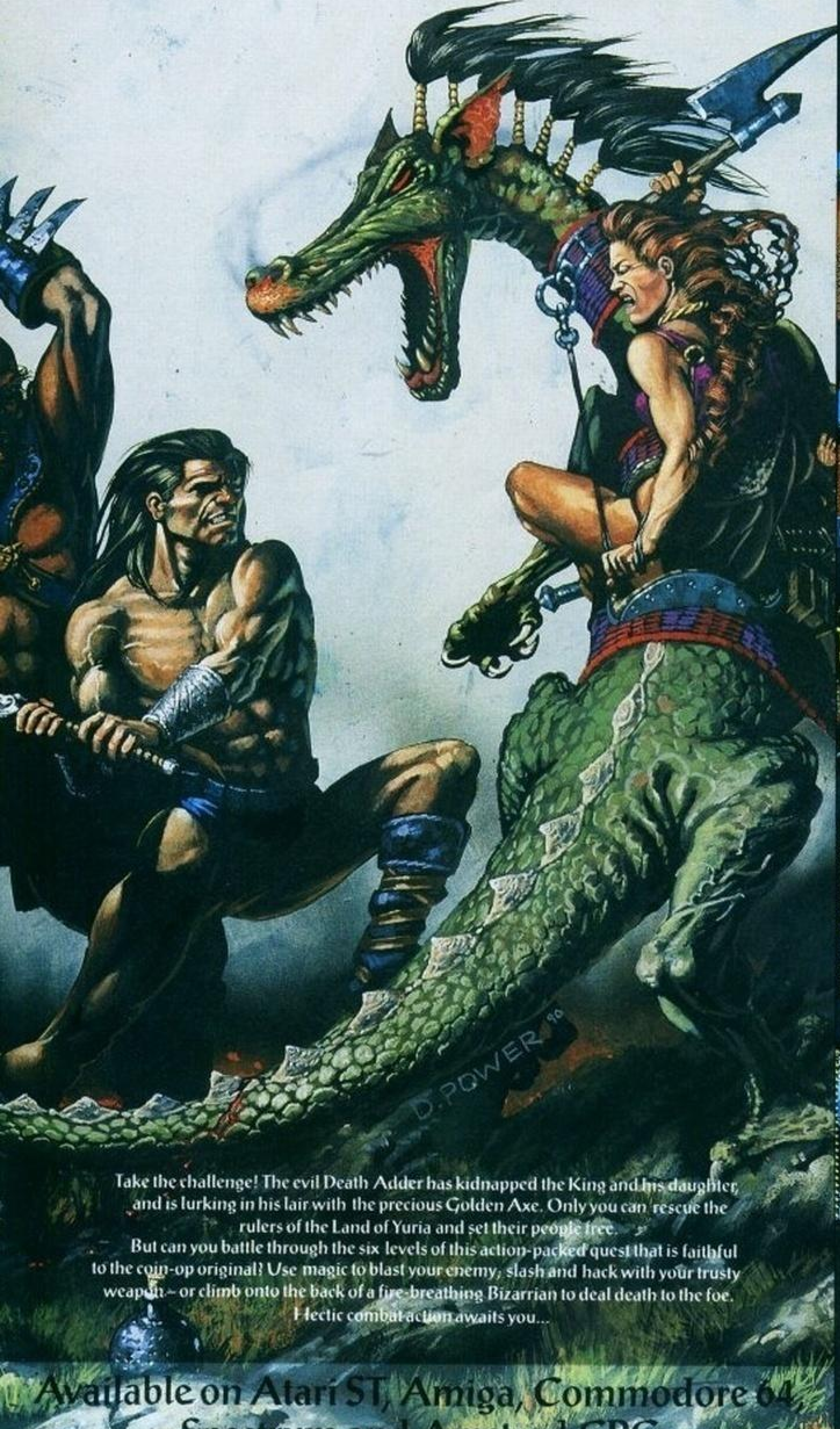
76%

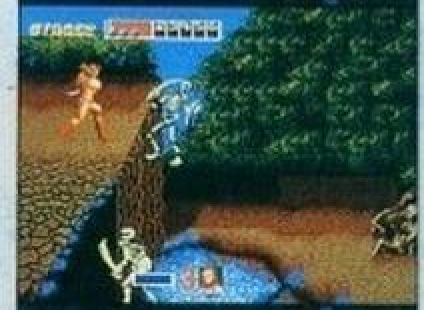
0

- **Massive, smooth scrolling playing areas, require exploration and even mapping**
- **Each level is visually varied with nicely drawn and, later on, spookily atmospheric graphics**
- **Strider character is wonderfully agile and easy to control**
- **Nice 'n' meaty spot effects and classic *Strider* soundtrack**
- **Simple maze designs mean that a wrong turn early on isn't necessarily disastrous**
- **Later levels are a more interesting and testing challenge**

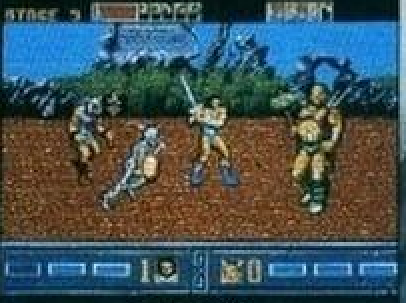
... AND THE UPPERS

GOLDEN AXE

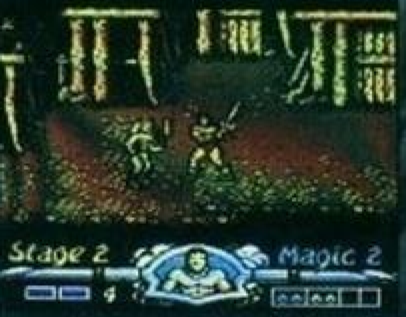




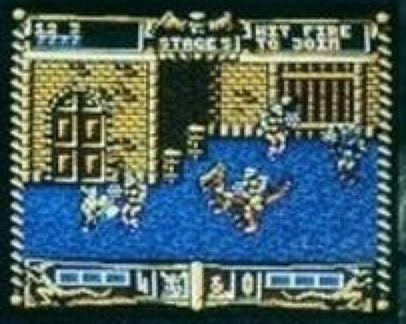
Amiga



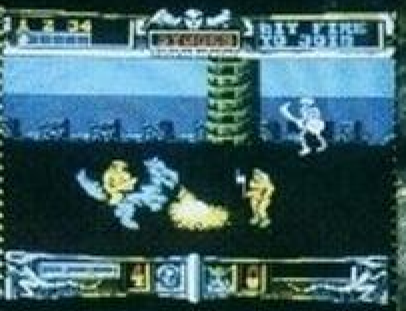
Atari ST



Commodore 64



Amstrad CPC



Spectrum

Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and set their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-op original? Use magic to blast your enemy, slash and hack with your trusty weapon – or climb onto the back of a fire-breathing Bizarrian to deal death to the foe. Hectic combat action awaits you...

Available on Atari ST, Amiga, Commodore 64, Spectrum and Amstrad CPC

Virgin GAMES

SEGA

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WORRY A WEBSLINGER

And WIN copies of Empire's great new Spiderman game, your choice of Marvel comics and a bursting bag of spidey booty

Empire are proud to present for your admiration and delectation, the astounding, the amazing... Spiderman! Yes folks, he walks on walls, he swings from a web, he performs amazing feats of mid-air athletics – and all on your C64!

The Empire crew were so chuffed with ol' Spidey's latest C64 antics, that not only have they given us a stonking cover tape demo (yeah, check it aht!), but they are also giving away a bundle of Spiderman and Marvel comic memorabilia!

First prize includes yearly subscriptions to FIVE Marvel comics of your choice AND a Spiderman goody bag filled with loads of web-weaving-related wonders AND a copy of Empire's new *Spiderman* game!

If you're not lucky enough to cop for the first prize, don't worry. You could always make off with one of the 19 runner up prizes to be had, consisting of of similar Spidey bags, plus copies of the game. Cor, we're just too good to you.

But, to make up for our obvious generosity, we're gonna make the compo really tough! *All* you've got to do (hee, hee) is design a worthy adversary for our favourite wall-walker to take on. We'd like him to be a real Joker-type weirdie, you know – a real traumatised split-personality flako.

Here's one we prepared earlier. Mild-mannered journalist Andy Dyer writes appalling drivel by day, and turns into the evil Skoda-man by night. Hit by a radioactive Skoda as a youngster, Andy had an unhappy childhood. Taunted with hurtful jibes by the other kids, Andy decided that as soon as he was old enough he would adopt his alter-ego, Skoda-man, and wreak revenge on his one-time school 'chums' by making them drive around in really horrible cars with yucky two-tone paintwork and those nasty brittle plastic mock-vinyl fascias. You know the sort.

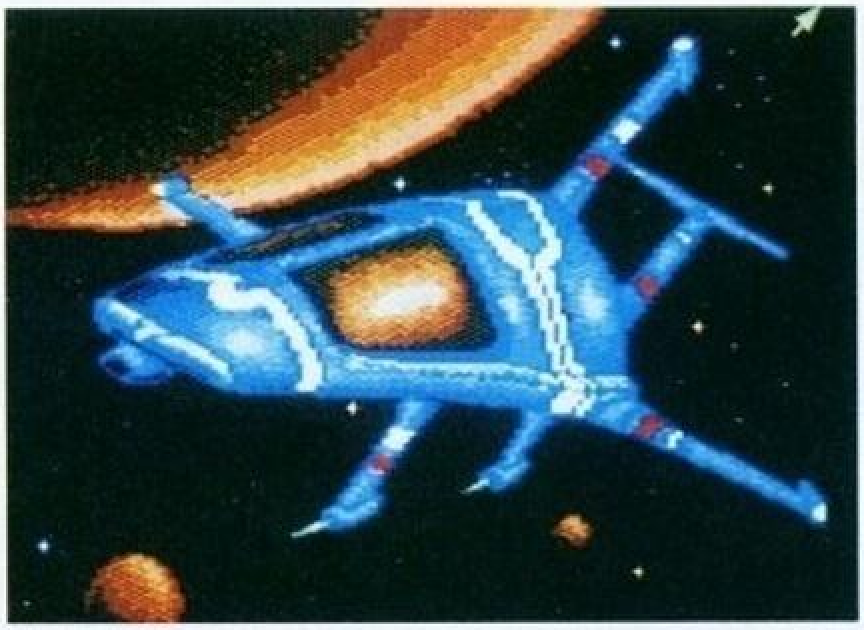
After many years of bringing automotive embarrassment upon his enemies, he was finally laid to rest by the MoT-fail certificate-wielding Garage Mechanic-man who swings into action with triumphant hero-call of 'It's not the parts, guv, it's the labour!'.

Got the idea? Good. Whack your witticisms on piece of paper, slide it into an envelope and send it to:

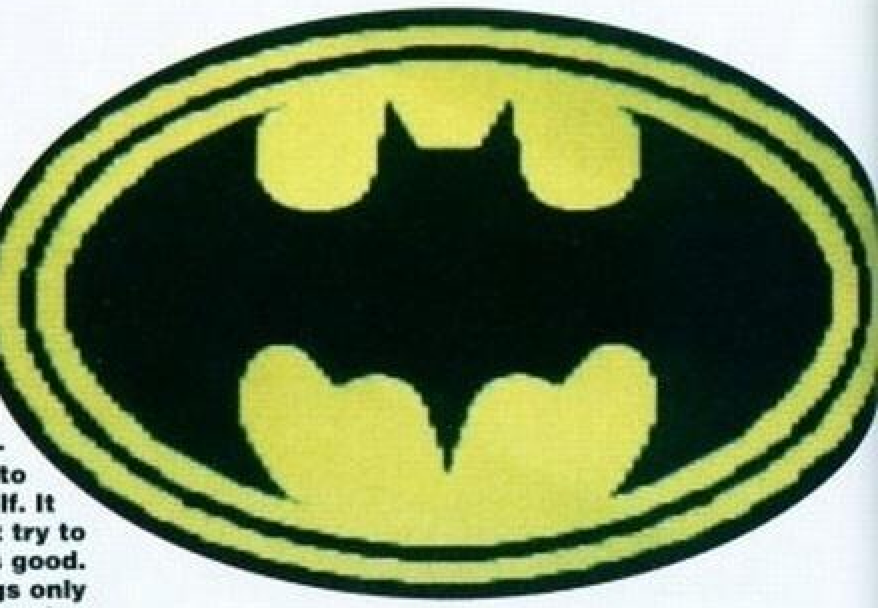
Faster Than A Speeding Bull,
Commodore Format, 30 Monmouth
Street, Bath, Avon BA1 2BW.

The closing date is the 10th December – send in your entry after that date and we'll send Skoda-man round to dribble oil all over your driveway.

Skoda-man turns on the charm? Would you buy a used car from this – this – hatchback?



This spaceship was made up using a series of ellipses and pattern fills and perhaps just a little inspiration from Peter Elson



The Batman logo is an excellent exercise to try for yourself. It looks simple but try to make yours this good. Some things only come with practice

VIDCOM VISIONS

Now you've got yourself a copy of the best C64 art package ever released, you want to get the best out of it. Have no fear, Andrew Roberts is here to tell you how to create your first masterpiece

Major software houses use it, graphic artists swear by it, and yet *Vidcom* remains flexible enough for the amateur Picasso to have the odd doodle with ease. *Vidcom* was released way back in 1986, at a time when the market for utilities was wearing a little thin. One of the industry's top artists, Bob Stevenson, created his remarkable *Tutankhamun* with the package – then people really started to take interest. So now that you, the readers of this prestigious magazine, have got your hands on this little beauty, I suppose you'd like to learn how to use it properly? Well, read on...

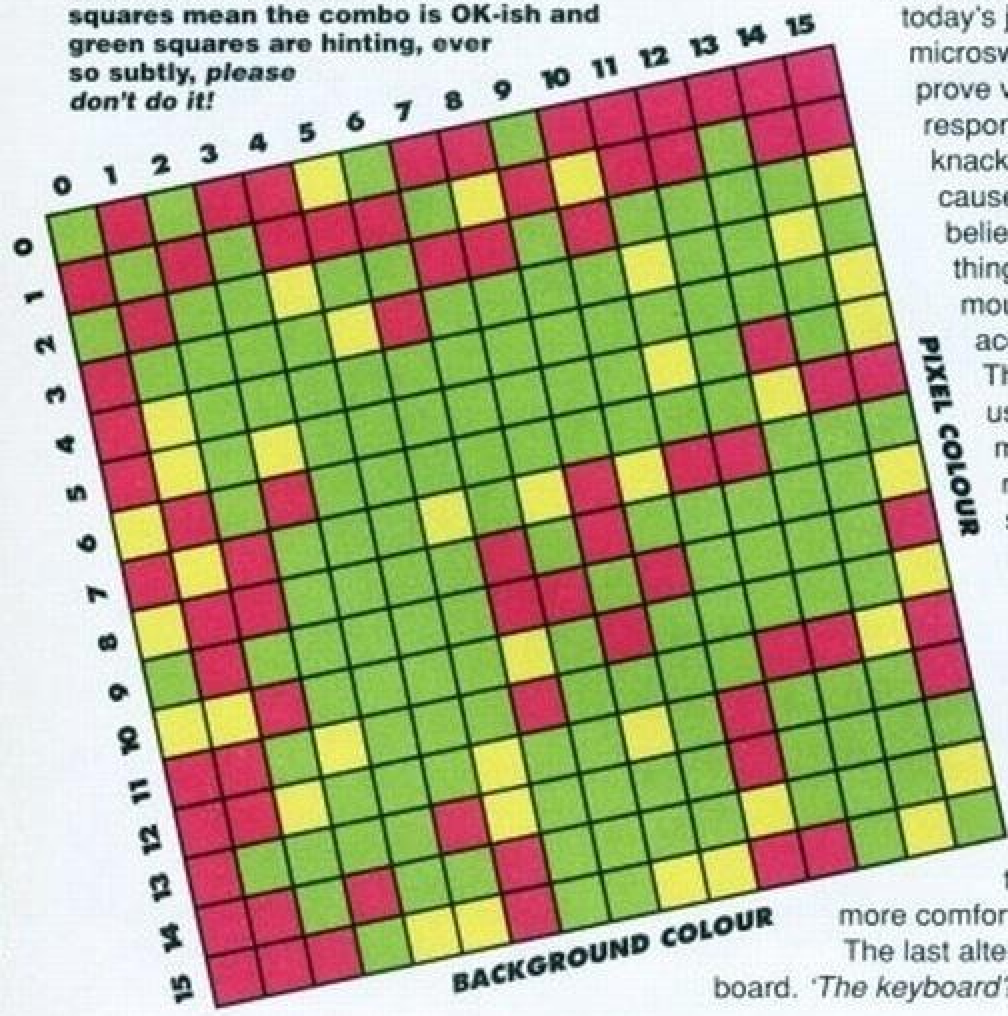
TAKING CONTROL

You must first feel comfortable operating the package – your chosen control method can be vital to the quality of the finished picture. For the alien-bashers amongst you, I would recommend the good old joystick. But not just any old joystick; many of today's joysticks have microswitches inside, which prove very accurate and responsive. Using an old, knackered joystick may cause you hours of angst, believe me. The next best thing to the joystick is the mouse. *Vidcom* can only accept analogue inputs. Therefore, if you want to use either the NEOS mouse or the 1531 mouse, you'll have to set them to joystick mode before loading the program (which is done by holding down the left button as you switch on the computer).

Even though the movement isn't as fluid as conventional mice, it is much more comfortable than a joystick.

The last alternative is the keyboard. *'The keyboard?'* I hear you scream. Funnily enough, most of the professionals who use *Vidcom* prefer to use the keyboard. OK, it's laboriously slow sometimes but it offers far more accuracy than the previously-mentioned control modes. Try it – I guarantee that after a few weeks you'll never touch a joystick again.

Andrew's colour comparison chart is based on Vidcom's colour numbering. Red indicates a good combination, yellow squares mean the combo is OK-ish and green squares are hinting, ever so subtly, *please don't do it!*



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11	🟥	🟥	🟩	🟨	🟩	🟩	🟩	🟥	🟩	🟩	🟩	🟩	🟥	🟥	🟨	🟥
12	🟥	🟥	🟨	🟩	🟩	🟩	🟨	🟩	🟩	🟨	🟩	🟥	🟩	🟩	🟩	🟥
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14	🟥	🟥	🟩	🟥	🟩	🟩	🟥	🟩	🟩	🟩	🟩	🟨	🟩	🟩	🟩	🟨
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BACKGROUND COLOUR

PIXEL COLOUR

GOING DOTTY

Before you plunge headlong into your latest masterpiece, are you sure you know what you're doing? Have you planned out your picture? First and foremost, do you know which colour mode to use? What about colour clash? Aargh! It's all a hideous nightmare! Relax, calm down. I'll start at the start....

The C64 displays pictures using pixels (those little dots on the screen), which is why lines, circles, and so on have jagged edges. Depending on the colour mode used (multicolour or hi-res) there will be a different number of pixels to use. The screen is divided into blocks of 8 by 8 pixels (the size of a standard character). It's 40 blocks wide, and 25 blocks high. With *Vidcom* you can't see these blocks but the computer relies heavily on them; in hi-res mode only two colours are permitted in each character block. In multicolour mode, you are allowed four colours in each block (three plus the background colour).

However, if you use multicolour mode then the horizontal resolution is halved, i.e. the width of each pixel is doubled to accommodate the extra colours. This is why multicolour screens appear 'blocky'. Another disadvantage of the multi-colour mode is that the background colour remains the same for the whole screen – in hi-res mode the background colour can change from block to block. Multicolour mode is the most commonly used nowadays, as colour often out-classes detail.

It really helps to bear all this in mind when creating a picture. It may even be worth buying a good reference book, as they often have fairly extensive chapters on graphics handling. After all, you can't expect to achieve superb results unless you know the limitations, can you?

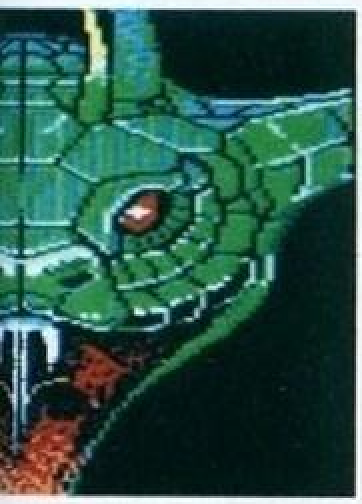
Then there's colour compatability to think about. Is it safe to use pink and blue together? Do green and orange stripes really look psychedelic? Well, for the benefit of all those novices out there, I've included a special colour comparison chart. Trust me and use it and people won't start frothing at the mouth when they see your work.

FEATURES

Although the basic instructions for each command have already been printed elsewhere in this magazine, there are many more practical and timesaving uses for some of them than first meets the eye....

FREE COLOUR – Normally this is used to assign colours to a particular block. However, it can be used to change colours in existing pictures. For example, the Batman logo can easily be changed to black (or something similar) without the need for risky pattern filling – but more of that later.

MERGE FILL – This is one of *Vidcom*'s better commands. Basically, it allows you to merge two pictures together, within reason. You simply draw the foreground picture on one of the screens then click to the other screen and draw the background. Go back to the foreground picture and using the Merge Fill command you can fill the background picture onto the foreground picture. Why bother? Well, you could try out several different background designs with the same foregound picture (or vice-versa). It's a simple and hassle-free way to experiment.



BAND DRAW – This feature comes in particularly handy when tracing from pictures, as outlines and shapes can be drawn with relative ease. More on tracing later on.

RAY DRAW – This is invaluable for drawing pictures which have 'down the road' perspective; you can define the vanishing point as the centre of the ray and draw pictures in perfect perspective using the secondary lines. Easy when you know how.

BOX COLOUR – Not so much a useful feature, more of a time saver. This simply allows you to 'free colour' on a large scale. Naughty but nice.

BOX CLEAR – Quite useful for filling in large areas of colour, although I use it mostly to erase large areas of pictures which I'm not to proud of!

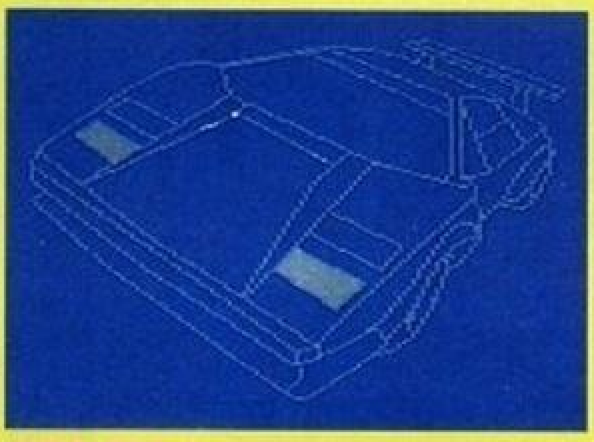
BOX XRF / BOX YRF / BOX DUP – simply brilliant. Using these together, you can save yourself a lot of trouble. Say, for example, you were drawing a picture which was completely symmetrical. You could draw one half, copy it over using Box Duplicate and then flip it over using XRF or YRF. Contrary to popular belief, I didn't create the *Salamander* picture like that! However, the Batman logo was created along very similar lines. (How else would you draw an ellipse?)

SCRN DUPLICATE – This acts as a backup device. If you're going to make a particularly drastic addition or deletion to a picture, duplicate it first. Then, if you accidentally ruin the picture, you can simply click on the Screen Swap icon and your uncorrupted copy will reappear! In fact, it's wise to duplicate the picture on a regular basis – it could save you hours of lost work.

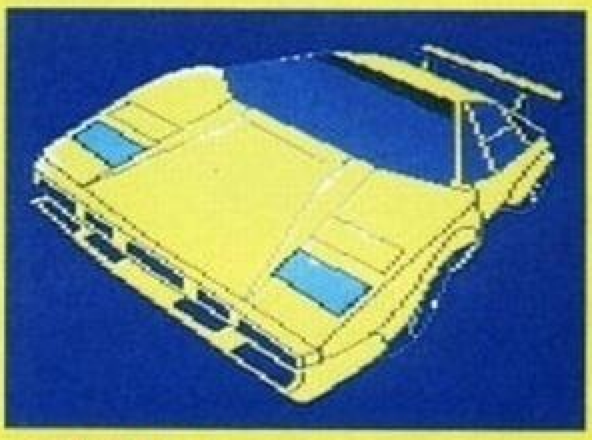
Of course, there are many more features. To get the most from *Vidcom*, you should follow the instructions this issue's Tape Pages and get the full set of instructions. Then stick around with *CF* and we'll show you a secret or two.

Building up a picture

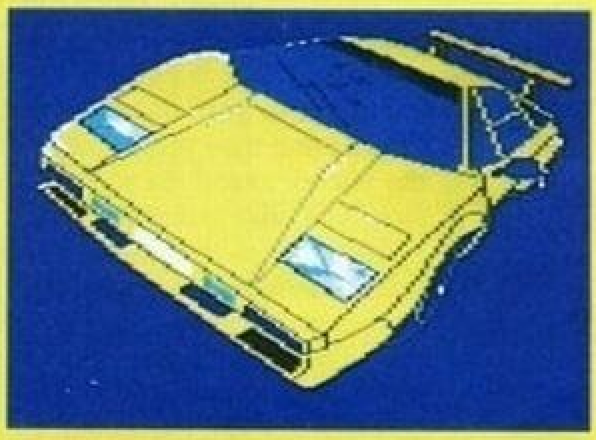
If you have an idea but can't put it into practice, then don't worry, thousands of people are in the same boat. Be logical: every picture can be divided into manageable chunks and, if tackled carefully, you could end up with a real corker (to coin a phrase). Let's take my *Chase HQ* picture, for example, and see how easy it was to build up.



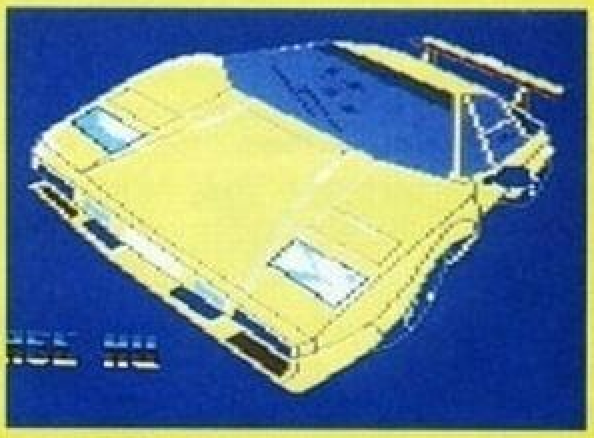
STAGE 1 **– The basic wireframe outline. I traced the outline from a magazine onto clear plastic and put the plastic on the tv screen. Then, I traced the outline from the plastic onto the screen using the Band Draw function. This took about 15 minutes in all.**



STAGE 2 **– I filled bodywork areas yellow, windows with blue, added a grey sun visor and cyan headlamps. White highlights were drawn onto the chassis. Everything except the highlights was done with the Pattern Fill and Free Colour commands, again taking only a few minutes.**



STAGE 3 **– The headlamps were brought to life with some white shading and the front bumper was adorned with vents. I added the wiper and bullet holes, carved out the wing-mirror, then put the finishing touches to the rear spoiler. The most time-consuming section: 20 minutes.**



STAGE 4 **– The finished picture! I added my logo, plus a *Chase HQ* logo for added effect. Total time taken to complete the picture: 45 minutes approx! Many of my pictures are tackled in the same way. Complex shading, however, often takes a long time to adjust and perfect.**

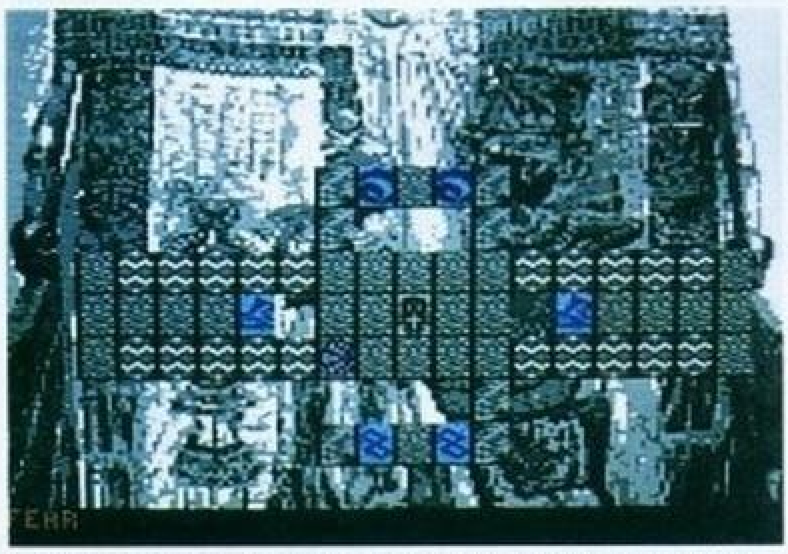
Sadly that's all we have room for this month. Dry your eyes though, as I'll be back with a vengeance next issue, with the lowdown on sprites and characters, colour mixing and shading, plus exclusive hints 'n' tips from our mystery celebrity. Stay tuned!

THE CURSE OF RA

You have angered Ra by not offering any goats' innards as a sacrifice this week. Or maybe it's 'cos you *did* offer goats' innards... Anyway, Ra's a bit miffed and so you have been turned into a Scarabaeus – a horrible little beetle with six legs, a shiny carapace and a burning desire for a dung-flavoured Pot Noodle.

A burning desire for Dung-flavoured Pot Noodle

In order to shed the four extra legs and the odd eating habits, you have to successfully solve the 100 hieroglyphic puzzles that Ra spent a few weeks putting together.



One of the cunning logic game screens. The wavy-line tiles are slippery, so you can't stop on them, and the mottled pale grey blocks disappear once you step off!

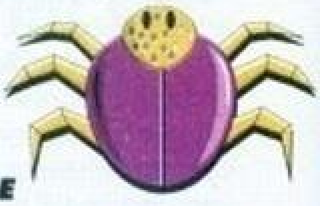
Each puzzle consists of an array of blue tiles featuring adorned with heiroglyphics.

Each level consists of matching pairs of icons and the aim is to clear the screen by eliminating identical twins in a similar fashion to the chinese puzzle game, *Shanghai*. To do this, move your Scarabaeus character onto the first tile and press fire: a pulsing cursor then appears. Move this over the other tile and press fire again. As soon as the beetle moves off the first tile, both tiles disappear from the screen.

You can only match tiles directly in line with each other and you always start and finish on the grey 'anchor' square (which can be guided around the screen). On earlier levels, there are solid strips linking the heiroglyphs, so you can steer your beetle around, remove all the tiles and then scurry back to the anchor to exit the screen. However, later levels are made up of separate characters which aren't connected to anything else. Some of them move; some of 'em don't. Here you have to move your anchor tile to a suitable point before the screen emptying begins. However, you have to be careful in which order you remove the 'glyphs: if you leave yourself isolated on a single, static tile, you won't be able to move to another one or get back to the anchor. That's where the grey cells come into action.

There are two game types included: a straightforward logic game and an arcade variant where the puzzles are easier but you're up against a time limit. Both really stretch the think muscle. If that's not enough, you can even design your own screens!

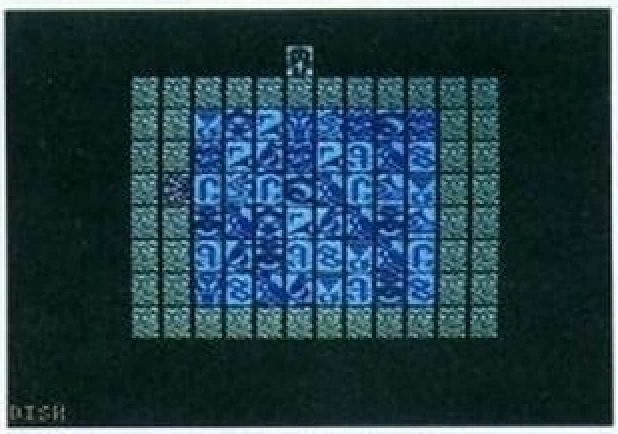
The blue on grey graphics are pleasant but a bit of variety in the colour scheme wouldn't have gone amiss. *Curse Of Ra* is smart-looking, well designed and nicely programmed (if a bit long-winded, even on disk) but don't let the new wave of puzzlers sweep you away. You'd do well to give this a wide berth unless you're into brain teasers which keep you up all night.



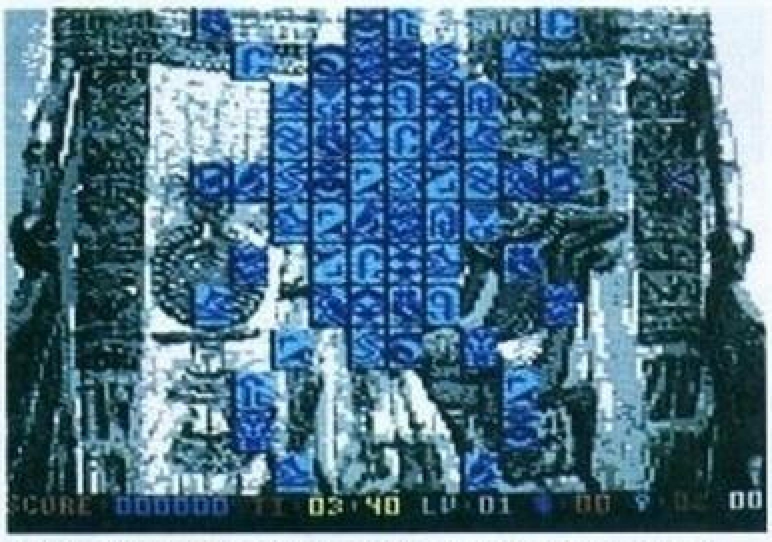
STEVE

Shop happy

In the arcade mode, you can collect the coins that whizz across screen and buy magic items from a between-level shop. How about a nice 'Remove All Tiles Of The Same Design'. No? Try 'Restart The Level Without Losing A Life'... Maybe you'd be interested in the wonderful 'Go Straight To The Next Level'? Ah! Thought so!



An easy-peasy logic screen. Once the block starts to empty, you'll have to steer the movable tiles around to solve it...



At the start of an arcade game. A special algorithm chooses different layouts so no two games are alike but the difficulty stays the same for each level. Clever!

Game	***The Curse Of Ra***
Maker	***Rainbow Arts***
Cassette	***£9.99***
Disk	***£14.99***

POWER RATING

THE DOWNERS...

- Colour scheme lacks variety and the 'samey' icons can get confusing
- Arcade and logic game styles are similar and don't offer any real variety
- Hefty multiloading – even on disk

100

69%

0

- **Intriguing puzzles really get the brain cells a-sizzling**
- **Inclusion of two game styles, passcode entry systems and a screen designer heighten the lasting interest**
- **Pleasantly Egyptian-style ditties jolly you along**
- **Difficulty level can be discouraging – especially the arcade mode which is a killer**
- **Graphics are very stylish and functional. Digitised backdrops clutter the screen, but can be turned off**

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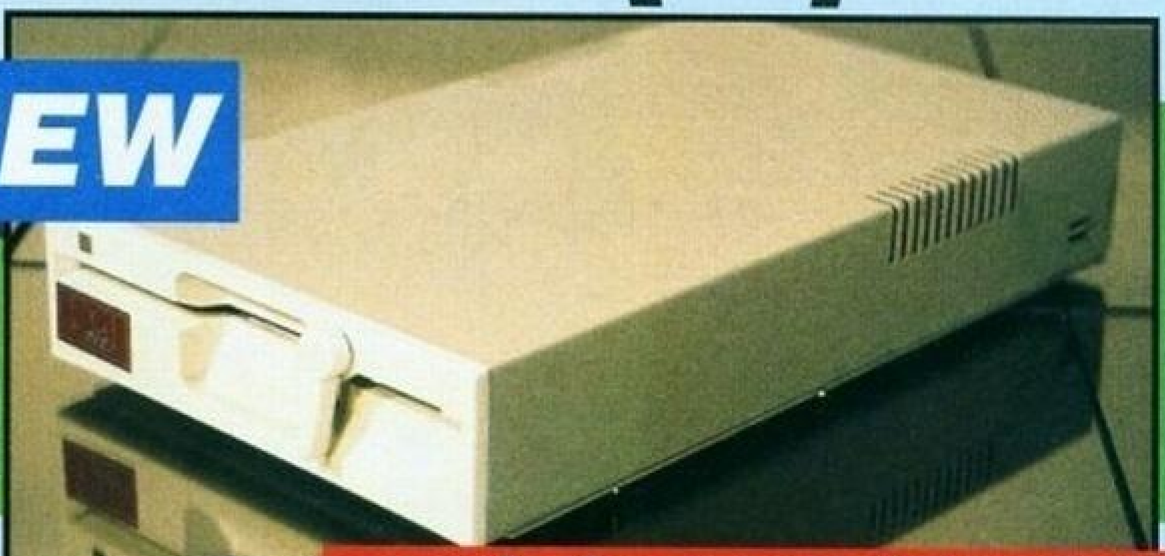

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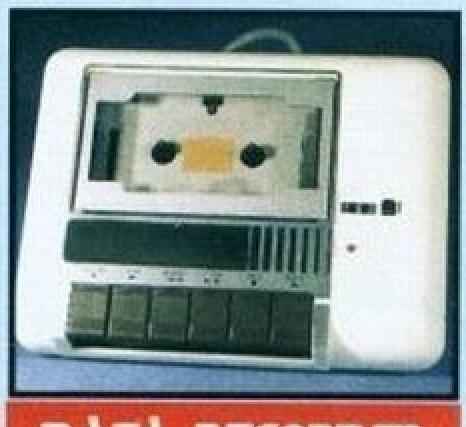

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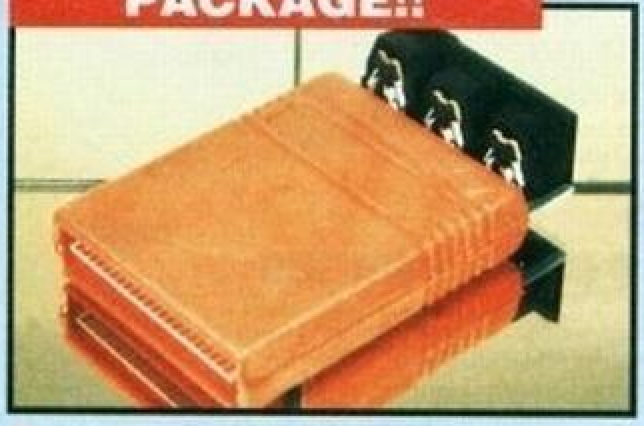

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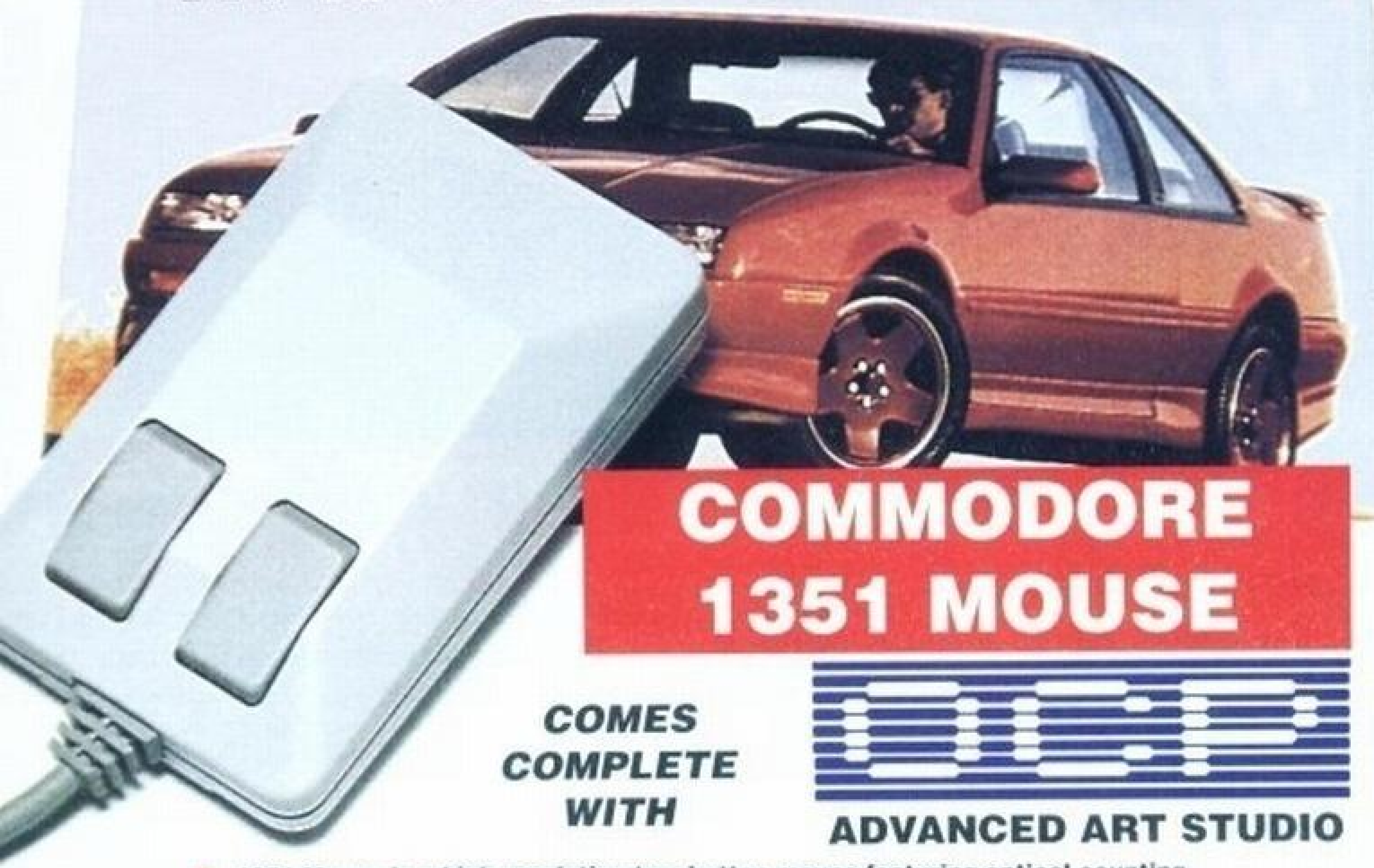

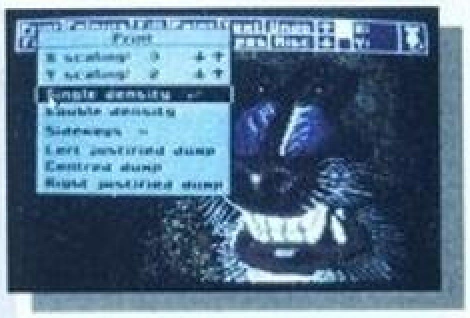

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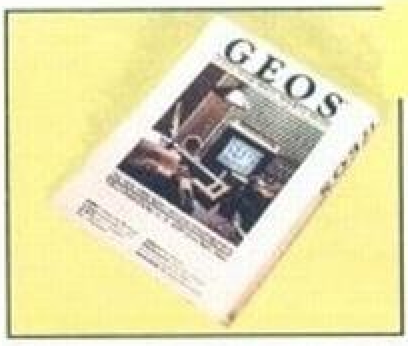

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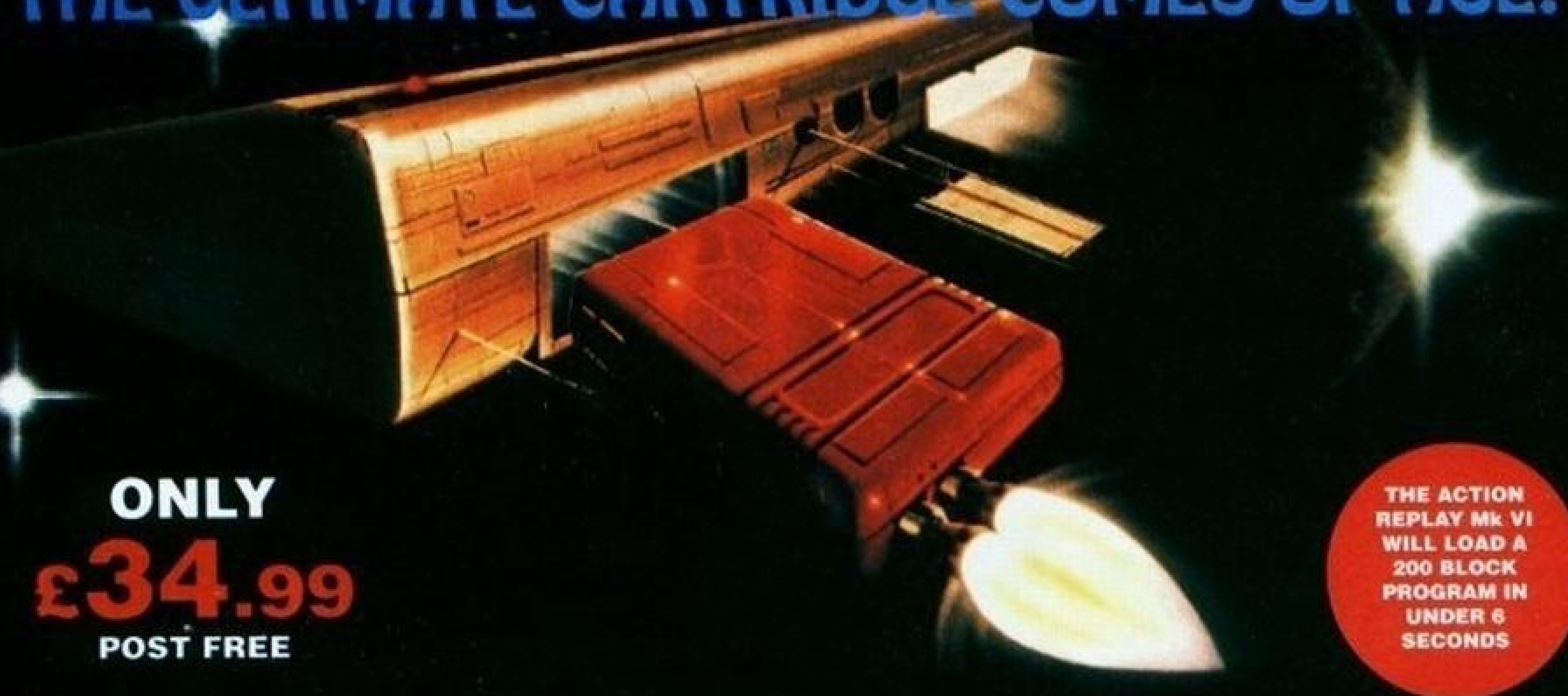

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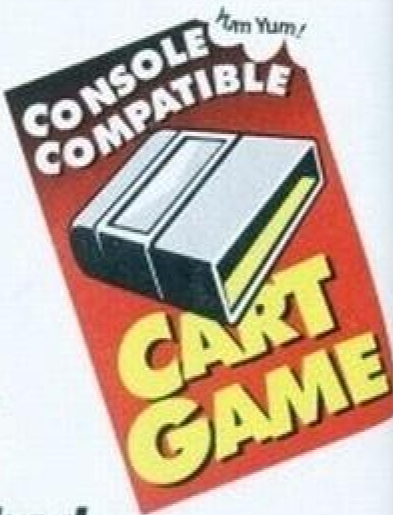
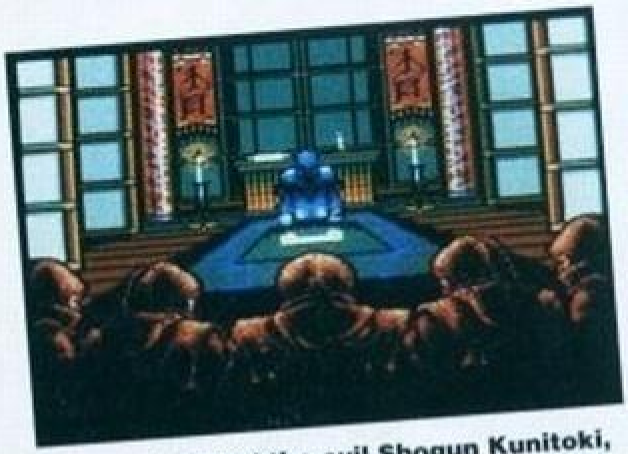
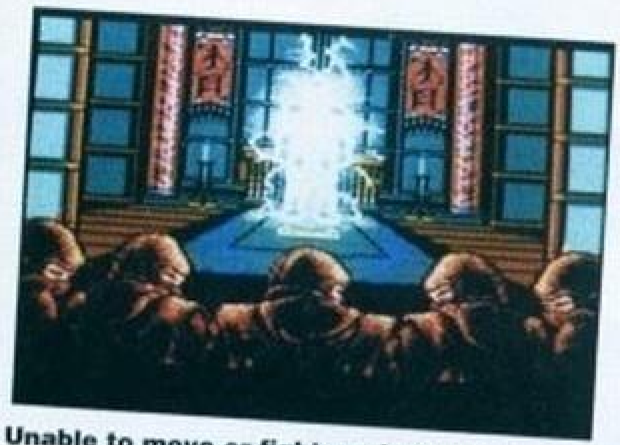


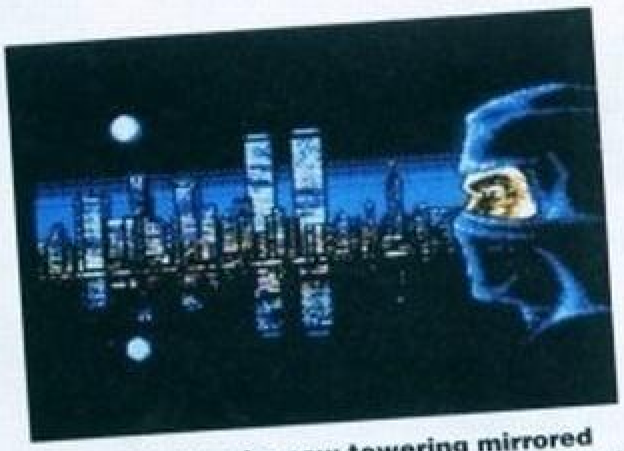
First came The Last Ninja. Then there was another one (obviously the first one wasn't the only last one). Now the first sequel has returned again – similar to the second last one but different from the first. Confused? Let our reviewer shed some light on the proceedings...



Having defeated the evil Shogun Kunitoki, the Ninja warrior Armakuni has been busy reinstating a new Ninja order. One day, surrounded by his elite Inner Circle of disciples, a strange aura overtook the master.



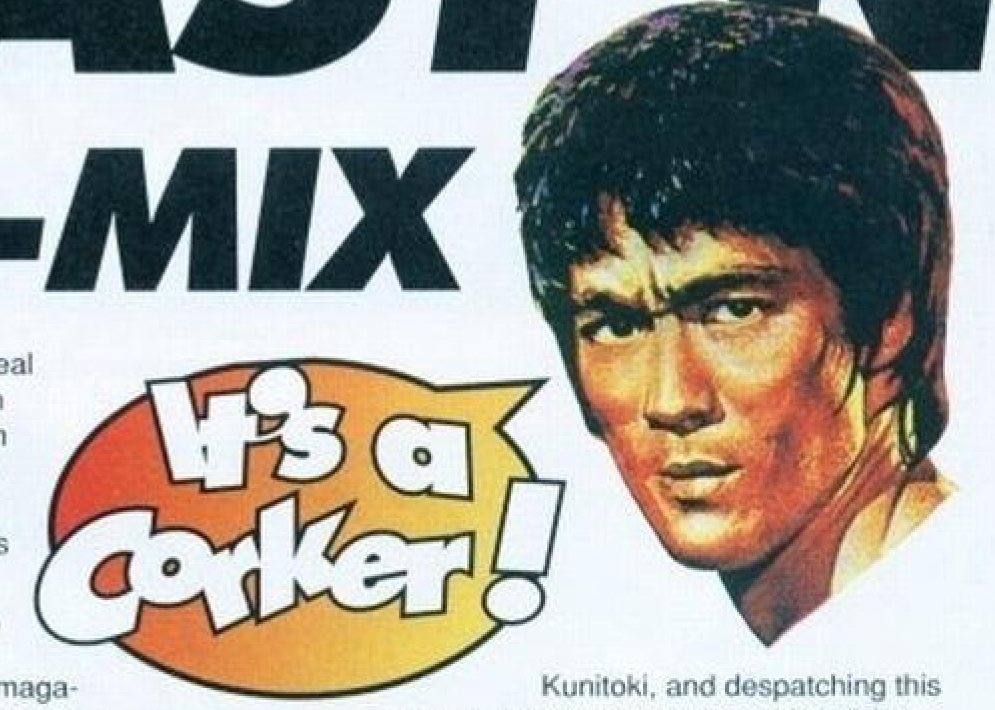
Unable to move or fight against these strange forces, Armakuni was enshrouded by the light and was rendered unconscious.



On awakening, he saw towering mirrored buildings – his private war against Kunitoki has moved to a new battleground: New York, present day...

LAST NI

RE-MIX


It's a Corker!

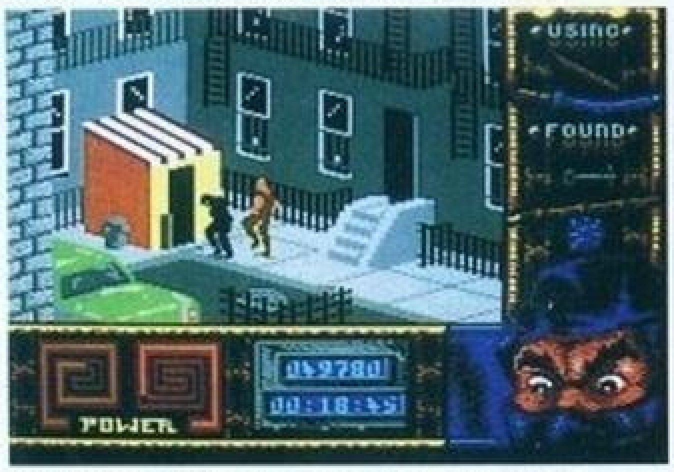
There's no real need for an introduction here, since *The Last Ninja* series of games are almost a legend in their own lifetimes, with huge sales and critical acclaim from magazines and gameplayers alike.

This is all well and good but, while *The Last NInja* is currently available on budget, *The Last Ninja 2* has been discontinued and is no longer available. And all those people who bought their 64s in the last few months will know nothing of the legend of *The Last Ninja*. To solve this problemette, System 3 decided to re-launch *The Last Ninja 2*, but redesigned, repackaged and with a few extra bells and whistles. For everyone who has just bought a C64, been using a C64 in the outer Hebrides, or picked up this magazine by mistake, this is what the fuss is all about...

The game is similar to its predecessor, in that it takes place against an isometric 3D landscape. Flung into the urban jungle of the Big Apple the Ninja warrior, Armakuni, is intent on tracking down the Shogun Kunitoki, and despatching this evil warlord wizard once and for all (or until *The Last Ninja III*, at any rate).

The path to Kunitoki's lair leads Armakuni through a park, city streets, sewers, a warehouse, an office block and finally into the basement that Kunitoki call 'home'. The scenic graphics are excellent. Produced in a similar fashion to those in *Time Machine*, each screen is redrawn every time it is entered. The split-second delay doesn't interrupt the action at all and this method allows the most complex

Other items are only found in places like bins and women's toilets



'OW! Hey watch where you're putting your knee, you dirty great antagonist, you!' Poor old Armakuni needs some rearguard action

GUTTER PRESS

MARK No – it's not really any different, but the original was excellent in itself. The gameplay 'feels' the same: the fact that I've got this far already says something. I prefer the old music, it's better. The face on the panel doesn't blink this time. I concentrate more on getting into the game, not the score. I've played *Last Ninja 2* a lot. I try to play it differently, by running around dudes instead of killing them, or finishing it more quickly. It's more of a challenge.

MATT The intro is good, it has excellent graphics. I like intros. It's more important to use the memory for gameplay but on cart or multiload they're OK. The score would be important if you were playing with friends but by yourself it doesn't matter. Yeah, it's a fabulous game. If you haven't got it, it's worth buying.

KEV It's a brilliant game – the graphics are very good. I'm looking forward to *The Last Ninja 3* – it's a big anti-climax when *Last Ninja 2* ends. I've always wanted it carry on. System 3 are very good because they concentrate on the C64.

GAZ If I saw this in a software shop I'd think the original was a demo, and this was the finished version. You wouldn't be jealous of anyone if they had the Re-Mix version to your original. Some people will think this is totally different – I think the message is be warned: if you've got *Last Ninja 2*, don't buy this.

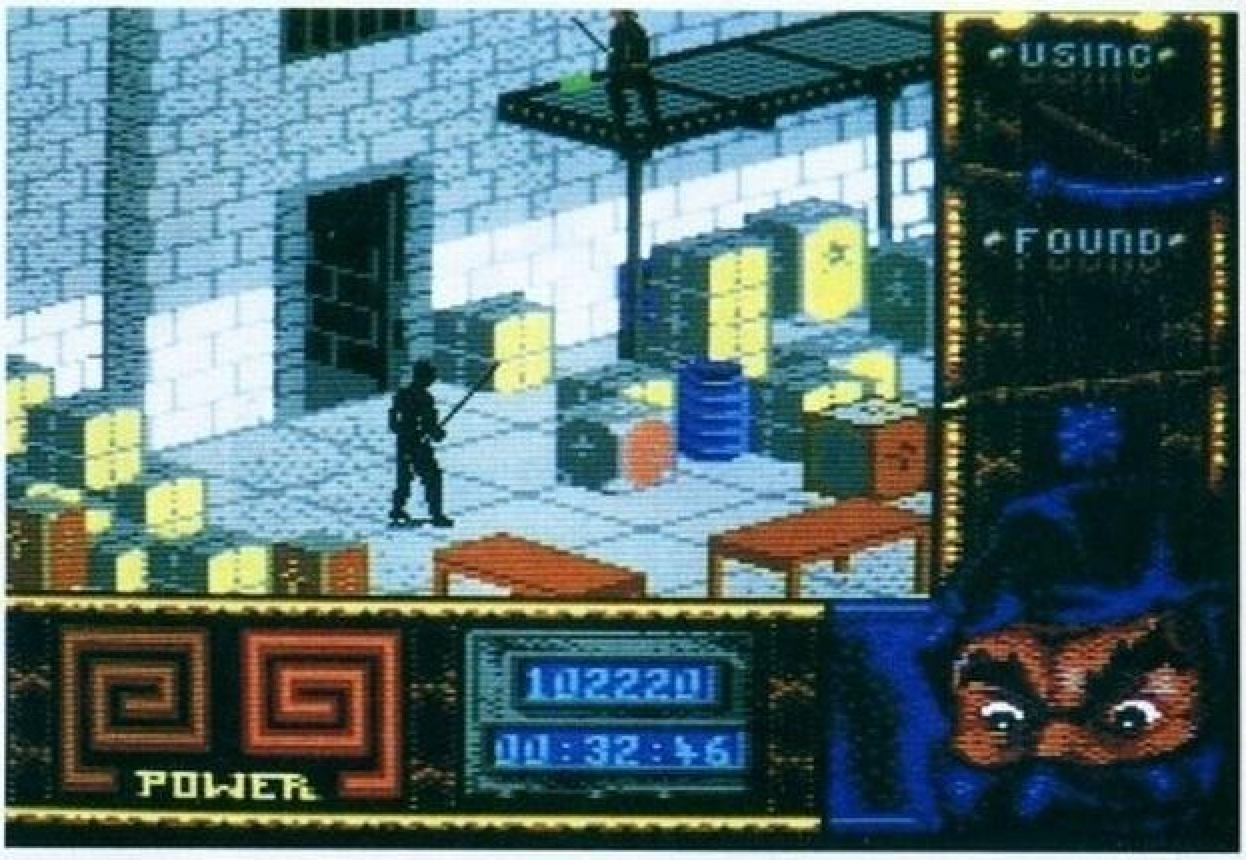
A Ninja warrior trained in th
of 'not being duffed up a treat'

screens to be built up. Overall, the effect is simply stunning (well, it stunned me).

Armakuni's new world exists in 'true' 3D and so he has to be guided through doors, around objects and up ladders in order to fully explore his surroundings. And as you would expect, this isn't just a magical mystery tour: there are plenty of people who like nothing better than to take a large stick to our hero and beat seven shades of sushi out of him.

Of course, being a Ninja warrior trained in the art of 'not being duffed up a treat', Armakuni's having none of this. He has loads of combat moves at his command from kicking and punching through to shuriken-chucking, rice-flailing and stick-wielding.

NJA



One of the many (many!) detailed screens of *Ninja Re-Mix*. Having sneaked into the enemy warehouse, Armakuni has to pick his way though the mass of boxes and packages. Another Ninjutsu warrior lays in wait on the overhead walkway – he's Katana fodder, him...

Indeed the huge range of joystick moves that need to be mastered can be a bit daunting at first but these are handled so well that guiding Armakuni soon becomes second nature (mind you, you'll need a 'stick with good diagonals).

Unfortunately, enemies are only rendered unconscious by Army's efforts: leave them alone long enough and they wake up for a second dose!

And so the mission continues ever onwards. Armakuni has to collect certain items that are needed on the next or later levels before making his way to the exit. Thankfully, once a level has loaded in total coming to a grisly end only sends you back to the start of that level, avoiding the usual multiload problems (er... cartridge owners needn't worry about this bit).

The gameplay is a pot-pourri of arcade action: exploring, puzzle solving and clue-finding, which is about as close to an interactive movie as you're likely to get on the C64. There's a large amount of lateral thinking called for, and a not small amount of experimentation! Certainly mapping isn't a bad idea since the viewpoint occasionally switches adding disorientation to the list of problems all clamouring for your attention.

At first the game can prove to be a bit tricky, since some collectible objects are indicated but other items are only found by hunting round in places like bins and women's toilets(!). And all this time, you face the unwelcome prospect of losing another of your precious lives!

Last Ninja Re-Mix is a great game, beautifully designed and superbly presented. My only reservation in recommending it is that the cartridge-only *Last Ninja III* is almost upon us. But then, why not hone your Ninjutsu skills with this one, ready for the forthcoming battle!

STEVE

New improved Ninja

***Ninja Re-Mix* features a new animated intro, a new status screen, different music for all six levels and slightly tweaked gameplay so it flows better. Some of the opponents are a tad easier to defeat and a few pick-ups are easier to... well... pick up. In answer to gamers' comments, the mission is now played against a time limit and there's a final score so you can see how well you've done and play against your earlier scores. So now you know.**

Game	**Ninja Re-Mix**
Maker	**System 3**
Cassette	**£9.99**
Disk	**£14.99**
Cartridge	**£24.99**

POWER RATING

THE DOWNERS...

- A mite too tricky to start off with

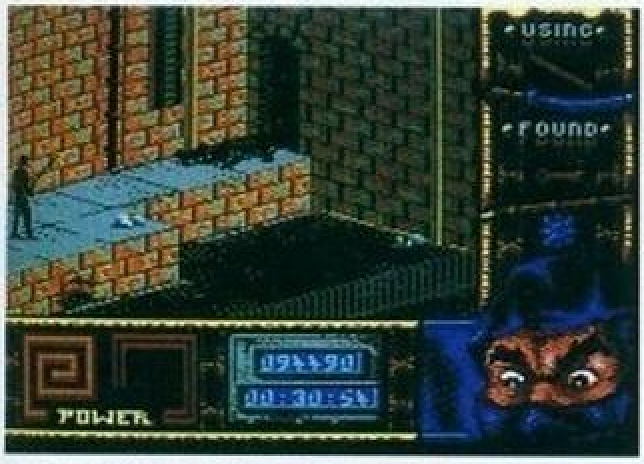
100

92%

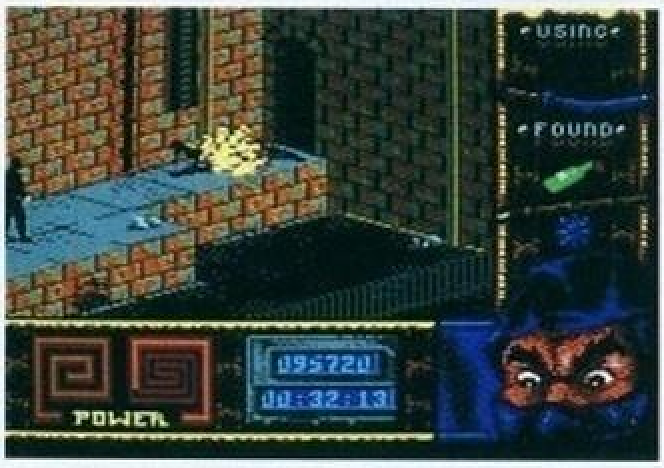
- **Superb graphics – beautifully drawn and incredibly detailed**
- **Realistic animation of the characters**
- **Puzzle/adventure/combat gameplay is extremely captivating and addictive**
- **Nicely structured multiload makes life as pleasant as possible for tape owners**
- **A host of smart soundtracks for that authentic 'Ninja in New York' ambience (well, sort of)**
- **Instinctive joystick control makes light of the complex manoeuvres available**
- **95 varied screens make exploring as much fun as completing the mission!**

...AND THE UPPERS

0



'Oh Shhhhogun! There's a stonking great crocodile blocking my path. I don't think my little stick will make much of a dent in him... '



'... However, a Molatov Cocktail carefully lobbed in the right direction should result in a small pile of reptilian roasts. Job done!'

Re-mixed: COMMODORE FORMAT 4, January 1991

The Gauntlet

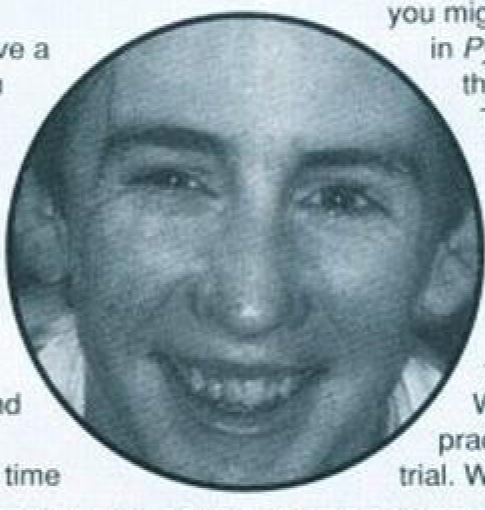
The only thing that makes a Gauntlet Champion is skill. Skill and guts. These are the two things a champion needs – along with nerve. OK, the three things... Oh, who chose* Monty Python *this month?

If someone were to tell you that none of this has got anything to do with the fact that Richard Reynolds came to take on last month's Gauntlet champ, Chris Jordan, at *Monty Python's Flying Circus*, you wouldn't believe a word of it, especially if you were told that the prize was three million zlottis and a small French village of their choice. Nevertheless, it's all absolutely true – all right – it's all absolutely true except for the bit about the three million zlottis. And the small French village. Right. That's all we've got time for, this month.

OK, no more silliness. When Richard and Chris arrived at the office, neither of them had yet played *Monty Python's Flying Circus*. In this most unusual shoot 'n' explore, players take the part of Gumby, who's trying to recover four pieces of his brain that have decided to go off for a wander. To get them back, he must explore a strange, imaginary world as he takes the form of a fish, a bird and a giant foot (when he's not feeling himself) and he can fire fish at any monsters he meets on his way (just as you might expect). Scores in *Python* tumble rather than climb. This is because Monty Python and anyone who's ever been near it are completely insane. It was an ideal game with which to test the challengers.

It was like watching Gumby Gonzalez versus Terminator Gumby

THE CHAMPION
CHRIS 'JOYSTICK JOCKEY' JORDAN



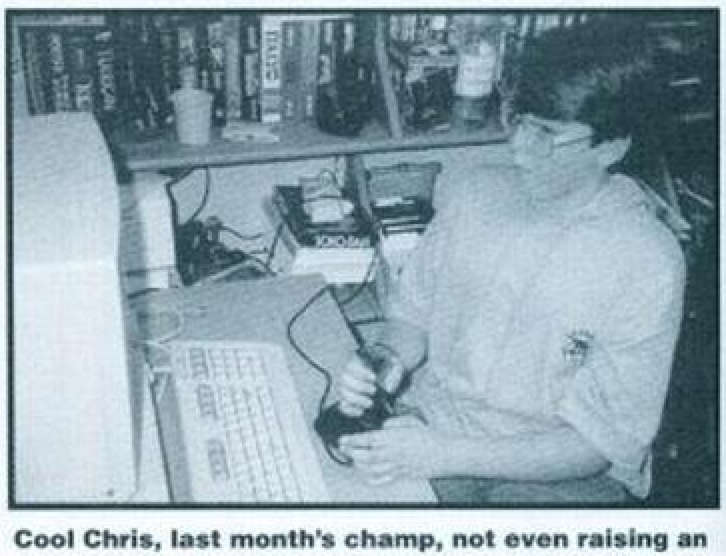
THE CHALLENGER
RICHARD 'READY FOR ANYTHING' REYNOLDS

We gave them some time to practise before we started the real trial. Watching carefully from over their shoulders (and behind a chair – this is a very spooky game) it was clear that Richard mastered the controls faster than Chris. He was losing points at an enormous rate...

Because they were playing to a time limit, either player could play as many games as possible before the seconds ran out and only his best game would be considered. All too soon for the likes of our contestants, the time came to start the stopwatch as both reset their computers. Three, two, eleven – go!

As the word was given, Chris swam ahead with his little Gumby but Richard almost sat still and slapped a fish in the face of everything in sight. It was like Gumby Gonzalez versus Terminator Gumby. Both players took some damage but in these opening stages, neither lost any of their three Gumby lives. Richard was losing more points here (don't forget, that put him in the lead), but after five minutes of building up a small lead, disaster struck for him. He came across the cushion-hurling Spanish Inquisition and they slaughtered him. He just wasn't prepared for the agility he needed to avoid their exploding bedding and he lost two of his lives. In fighting the fluffy cushion freaks for so long, however, he built up quite a score so perhaps this was going to work to his advantage.

Meanwhile, Chris reached the end of the first level. The bonus points he had collected were all instantly subtracted from his score and he shot into the lead, having lost only one life. He rubbed his hands in anticipation



Cool Chris, last month's champ, not even raising an eyebrow the first time he sees the exploding kittens. 'Nah,' he says, 'you see 'em all the time'

exploding cushion episode. Nobody said it was easy

of holding on to the championship for another month.

Richard's last Gumby was looking very green around the gills and just after he followed Chris onto level two, and regained his lead in the process, his last Gumb did a spot of flower arranging – pushing up the daisies. He popped his clogs, died, snuffed it, shuffled of his mortal coil, packed his bags, cancelled the milk, did the big stiff joke.

This left Chris to concentrate on overtaking Richard's last score while Richard desperately tried to recover from scratch. But would there be enough time to catch up? Well, Richard had one chance left at his shot at the title. Chris was down to his last man and he didn't have much energy left. If Chris died before he took over the lead, there was no way he'd catch up again. Even if he didn't lose his last Gumby to an exploding kitten or something equally harmful, time was running low and it might still cheat him of victory.

Level two was certainly giving Chris a hard time. Most of the scenery (for those of you who missed our *CF1* review) is made up of parts of the human anatomy. Apparently benign giant fingers lying on the ground wait until someone comes up close before detaching themselves from their background and launching themselves in the direction of an oblivious Gumby. The only way to avoid an on-coming digit is to jump over it. Chris was a little late in figuring this out.

Richard was flying through level one for the second time but he knew it would all come down to how Chris was doing. His chances of catching up were now non-existent. He whapped the Inquisition this time and must have been cursing that he hadn't been able to do that in his first game.

Chris took some shrapnel from an exploding kitten (I can't believe I just wrote that) and was down to the very last energy bar on his last Gumby when the time ran out.

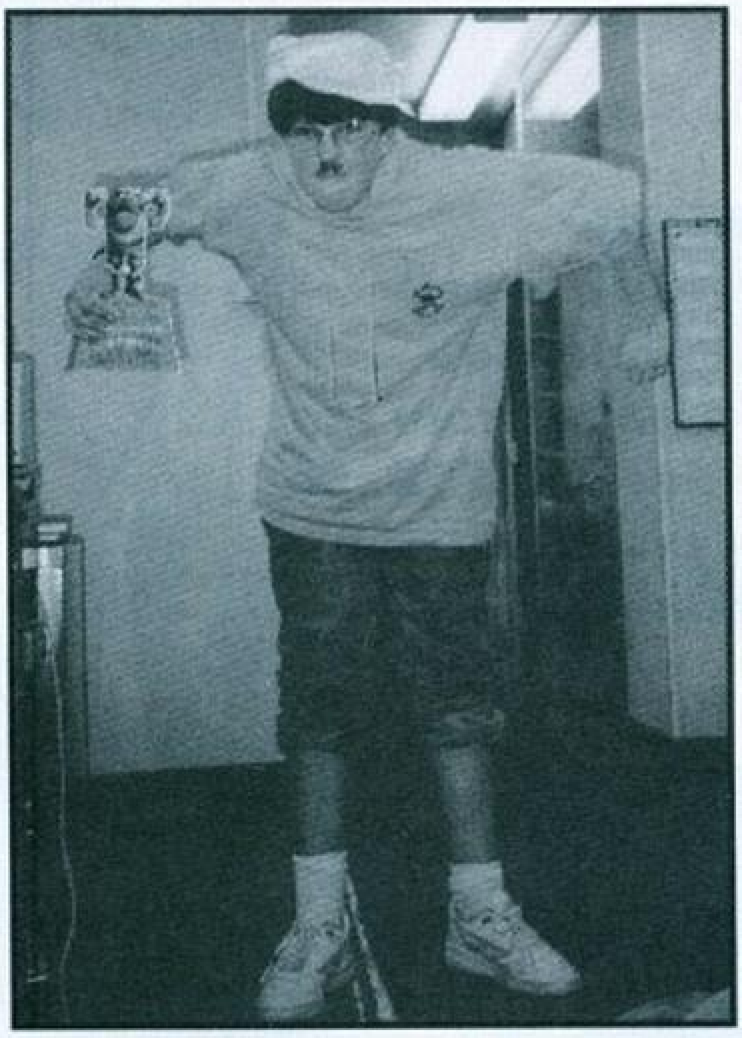
Scores were checked. Richard had clocked 99988770 on this game but that wasn't even close. His first game had given him a creditable 99979004. Nod bad. And Chris? His last – not quite mortally wounded – Gumby had scraped 99969375, placing him easily ahead. Chris Jordan from Holt became the *Commodore Format* champion for the second month running!

No he didn't. Yes he did! No he didn't. Did. Didn't. Yes he did and that means he'll be coming round the mountain when he – sorry – he'll be coming back next month to defend his title again. Well done, Chris. Erm, about that village... As for Richard, well, he said he was hoping to upgrade to an Am✱✱✱ anyway. The poor guy was obviously in shock, but then the ultimate challenge can do that to you.

In short

Game: *MONTY PYTHON'S FLYING CIRCUS*
Time limit: 20 minutes
Obective: lowest score in any game

+5 MINUTES
Chris Jordan: 99998420
Richard Reynolds: 99996580
+10 MINUTES
Chris: 99987910
Richard: 99992450
+15 MINUTES
Chris: 99980725
Richard: 99972004 (game 1 over)
TIME OUT
Chris: 99969375
Richard: 99988770 (2nd game)
Winner: Chris Jordan



THE WINNER – It's... no. It can't be. It is! It's Gauntlet Gumby! Well, that explains everything. Well done, sir. Er, can someone call a doctor?

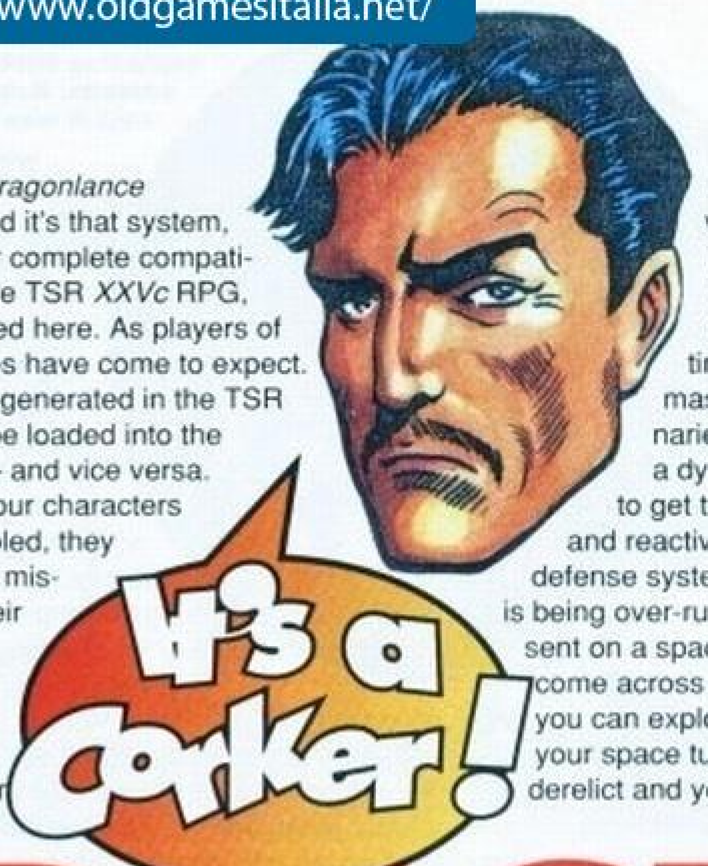
THE LOSER – You blew it, matey. Threw it away. Hope you don't expect any sympathy after that dismal performance. No you can't have your bus fare, you can jolly well walk

Face the danger

Next month, Chris will be back to face another opponent in the ultimate 64 games challenge. Both champion and challenger will fight a contest to the death with the Fat Man in *Rick Dangerous II*.

If you think your time has come, that the crown of *Commodore Format* Gauntlet champion fits no other head than yours, then why not get in touch? We're always on the look out for challengers and the competition is open to anyone on the UK mainland (that way, we can afford to pay for you to come down to *Commodore Format* and do the deed). If you would like to take on the winner of next month's competition in a game of *Back To The Future II*, write now to:

THE GAUNTLET, *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW

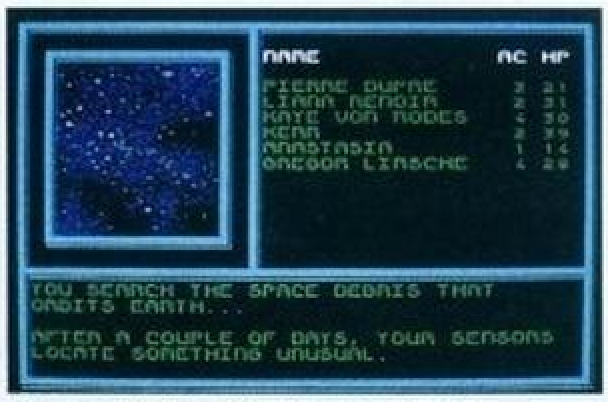

It's a Corker!

BUCK R

Rolepayers, lay down your swords. The 25th century is calling. US Gold have just released the first Buck Rogers game from the combined talents of SSI and TSR. So grab yourself a laser pistol, kit out in the latest silver skin-tight suit and save the world!

TSR and SSI, who've been working together on computer-based *Dungeons and Dragons* roleplaying games for a few years now, have given Buck a new lease of life and the new adventures are just waiting to grab you by the scruff of your attention-span and shout, 'Play me!'

Earth is wasteland, ruined by hundreds of years of callous over-exploitation. Now civilisation exists mainly on other worlds: a massive base on Luna, the populated and terraformed inner planets Mercury, Venus, Mars and reaching out as far as the unforgivingly inhospitable but mineral rich asteroid belt. The Mars based RAM corporation, which has developed its own army of genetically engineered mutants, wants to use Earth as a planet sized laboratory. However, an organisation formed by all the other planetary races, called Neo, is determined to thwart the mega-corporation's plan. Buck Rogers is a member of Neo. So are you.



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NAME                AC HP
PIERRE DUPRE         3 21
LIANA RENOIR         2 31
KAYE VON RODES       4 30
KERR                 2 39
ANASTASIA            1 14
GREGOR LINSCHE       4 28

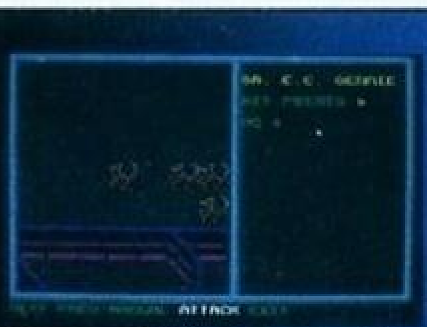
YOU SEARCH THE SPACE DEBRIS THAT
ORBITS EARTH...

AFTER A COUPLE OF DAYS, YOUR SENSORS
LOCATE SOMETHING UNUSUAL.
```

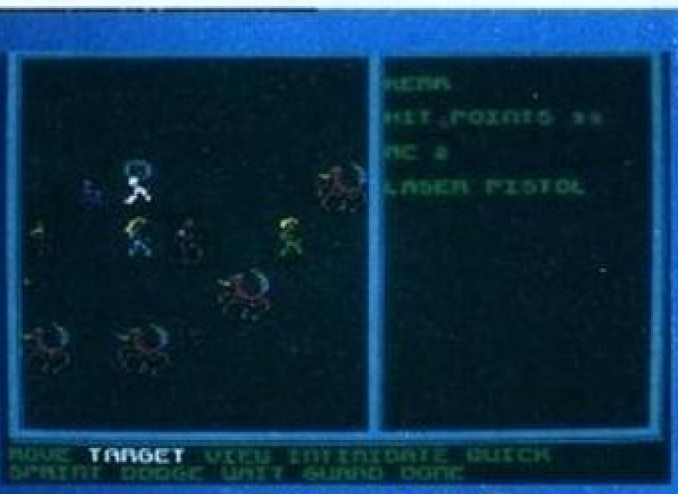
Space – the final frontier. *Buck Rogers* takes you on a journey through the inner planets of the solar system

You build a party of adventurers in the same manner as you've done if you've ever played one of SSI's growing family of *AD&D* games. In fact, SSI, having spent years developing a software engine for their computer roleplaying games, have perfected it in the latest *Dragonlance* releases and it's that system, modified for complete compatibility with the TSR *XXVc* RPG, which is used here. As players of these games have come to expect. Characters generated in the TSR game can be loaded into the SSI game – and vice versa.

Once your characters are assembled, they are sent on missions by their unit commander. The game is made up of a number these missions and the way they're handled is fantastic. Just after your first briefing, you're marched out of the drill room just in time to get caught up in a massive attack by RAM mercenaries on your base. You reach a dying comrade who tells you to get to the main control room and reactivate the base's missile defense systems. Only by now, the base is being over-run by RAMmers. Next you're sent on a space salvage mission. You come across a derelict spaceship which you can explore. The minute you do, your space tug is sheared away from the derelict and you find that it's infested with



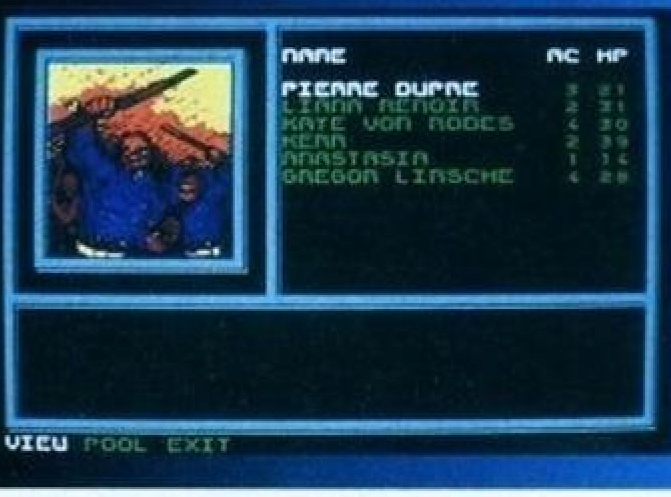
The game flicks to the combat display as a bunch of mutants attack the adventurers on a derelict spaceship. 'Don't shoot until you can see the whites of their eyes!'



```
KERR
HIT POINTS 39
AC 2
LASER PISTOL

MOVE TARGET VIEW INTIMIDATE QUICK
SPRINT DODGE UNIT GUARD DONE
```

Here they come. The mutants can move much more quickly than you so you might as well stand your ground and fight. After all, it's what you're here for



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NAME                AC HP
PIERRE DUPRE         3 21
LIANA RENOIR         2 31
KAYE VON RODES       4 30
KERR                 2 39
ANASTASIA            1 14
GREGOR LINSCHE       4 28

VIEW POOL EXIT
```
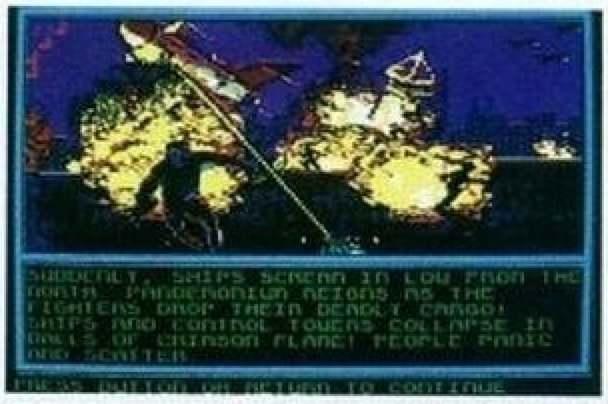

Victory! (We spared you the gore.) The party collect experience, grab any loot – none, in this case – and go. But they took some bites from the muties and a couple of them are feeling dizzy...

"Oh, Buck, is that COMMODORE FORMAT?"

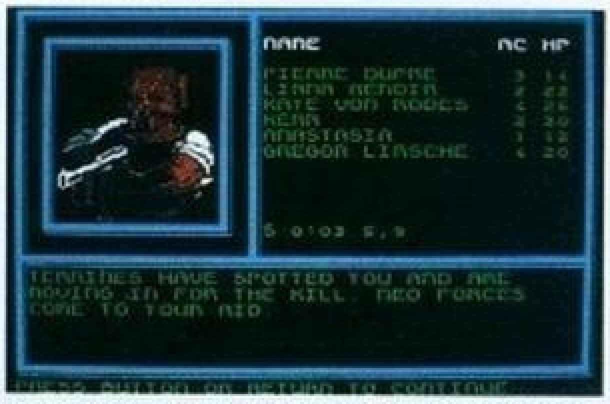
Earth is wasteland of years of callous over-exploitation



SUDDENLY, SHIPS SCREAM IN LOW FROM THE NORTH. PANDEMONIUM REIGNS AS THE FIGHTERS DROP THEIR DEADLY CARGO! SHIPS AND CONTROL TOWERS COLLAPSE IN BALLS OF CRIMSON FLAME! PEOPLE PANIC AND SCATTER.

PRESS BUTTON OR RETURN TO CONTINUE

Talk about being thrown in at the deep end. You've just been recruited in time for all out war so you'd better get a move on



```
NAME              AC HP
PIERRE DUPRE       3 14
LIANA RENOIR       2 22
KATE VON RODES     4 26
KEAN               2 20
ANASTASIA          1 12
GREGOR LINSCHE     4 20

5 0:03 5,9
```

TERRINES HAVE SPOTTED YOU AND ARE MOVING IN FOR THE KILL. NEO FORCES COME TO YOUR AID.

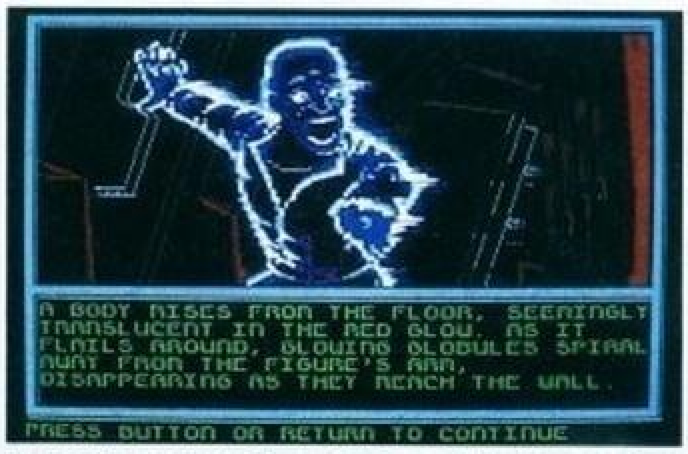
PRESS BUTTON OR RETURN TO CONTINUE

This is a RAM grunt at close range. It isn't wise to get this close to these dogs of war too often

ROGERS

uncontrolled (and diseased!) mutants. Your only chance of surviving is if you can take control of the ship. But every time one of your team is hit, he or she becomes infected with the RAM bug and, after a short while, keels over. It's real edge of the seat stuff.

Characters are controlled with a joystick that operates a menu system on the bottom of the screen. Most of your progress is made up of first-person perspective exploration. Special screens pop up for key areas and a message window fills in all the other details. A special display is called up whenever the party enters combat and the controls allow you to take command of each individual or let the computer handle all the combat.



A BODY RISES FROM THE FLOOR, SEEMINGLY TRANSLUCENT IN THE RED GLOW. AS IT FLAILS AROUND, GLOWING GLOBULES SPIRAL AWAY FROM THE FIGURE'S ARM, DISAPPEARING AS THEY REACH THE WALL.

PRESS BUTTON OR RETURN TO CONTINUE

A spooky moment from early on. A hologram of a guy who's had his arm chewed off isn't the kind of thing you want to see before lunch

You rarely need to flip through the manual, even if you're a complete beginner. On top of this, the game unfolds at a whacking rate. The occasional disk access adds to the tension and in one four-hour session, I was only asked to change the disk once (the game comes on three double-sided disks, complete with a saved game). A second manual, called the Log Book, provides details of the game's creatures and system and dozens of Log Entries. These are used to speed up the game: where a particularly long message has to be conveyed, the game refers you to the Log Book, leaving the disks free for pure adventure.

The graphics are stunning. At their worst, they're clear and efficient and at best they either hit you with neat animations or full screen gobsmacking piccies. Sound effects are minimal but even then, there's a different effect for every weapon, so they're put to good use. If you think you could get hooked, it's worth noting that a number of additional *Buck Rogers* games are in the pipeline. But this one is enough. It's a massive game and it has a massive price tag. But it's very playable and contains enough adventure to last for many months. All in all, guaranteed to give you bags under the eyes.

SEAN

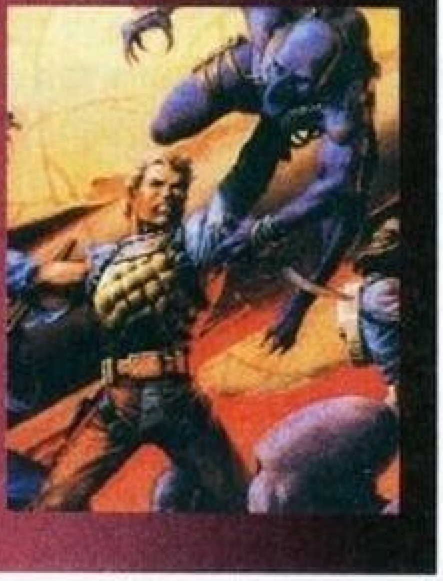
Game	**Buck Rogers**
Maker	**SSI/US Gold**
Cassette	**not available**
Disk	**£24.95**

Excuses, excuses

Is Buck Rogers the kind of role model we really want? After all, he probably smells...

Let's face it, you'd stink if you spent five hundred years wearing the same clothes. And that's exactly what Buck Rogers did.

What was his excuse? 'Er, I fell asleep.' Sure.



Even Henry VIII had one bath a year, whether he needed it or not – and he didn't wear a skin-tight silver suit. Buck has to be the dirtiest old man ever (or the oldest dirty man).

No wonder the people who rescued Buck wore protective suits. Wouldn't you?

CF believes this is why he always flew solo in a spaceship. *Poo...*

POWER RATING

THE DOWNERS...

- High price tag (it should be on cart)

100

95%

0

- Very easy to play
- Packed with enough adventure to keep you playing for months
- Very fast, considering the size of the game
- Excellent use of graphics gives you animated windows and full screen pictures to illustrate key moments
- Compatible with TSR's role-playing game
- Clear, concise documentation
- The Log Book saves valuable disk space for the game itself
- The scenarios keep you on the edge of your seat
- Oodles of game options
- Forthcoming releases

...AND THE UPPERS

"Yes, Wilma. It's issue 3, December 1990. Stand back!"

...it's dynamite!

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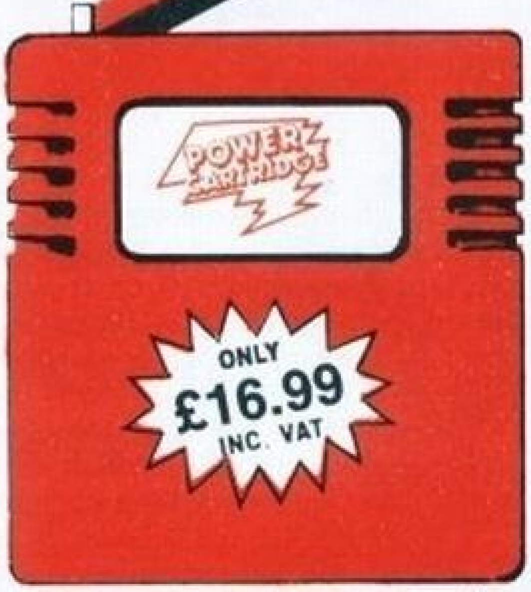
OUTSIDE
operating system

..."highly recommended for C64 users" CCI Jan 90

YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT



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POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

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HARDCAT
HARDCOPY
HEX$
INFO
KEY
PAUSE
PLIST
ILOAD
RENUMBER
REPEAT
SAFE
TRACE
UNNEW
QUIT
MONITOR
BLOAD

RENUMBER	*Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET	*Set up of printer type.*
HARDCAT	*Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD
DSAVE
DISK
DVERIFY
MERGE
DIR
DEVICE

MERGE	*Two BASIC programs can be merged into one.*
DISK	*With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD
MERGE
SAVE
AUDIO
VERIFY

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE
C COMPARE
D DIS-ASSEMBLE
F FILL
G GO
H HUNT
I INTERPRET
J JUMP
L LOAD
M MEMORY
P PRINT
R REGISTER
S SAVE
T TRANSFER
V VERIFY
W WALK
X EXIT
$ DIRECTORY
DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0	- *Self detection Serial/Centronics.*
PSET 1	- *EPSON mode only.*
PSET 2	- *SMITH-CORONA mode only.*
PSET 3	- *Turns the printing 90 degrees!!*
PSET 4	- *HARDCOPY setting for MPS802/1526.*
PSET B	- *Bit-image mode.*
PSET C	- *Setting Lower/Upper case and sending Control Codes.*
PSET T	- *All characters are printed in an unmodified state.*
PSET U	- *Runs a Serial printer and leaves the User-port available.*
PSET Sx	- *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1	- *Adds a line-feed, CHR$ (10), after every line.*
PSET L0	- *Switches PSET L1 off.*

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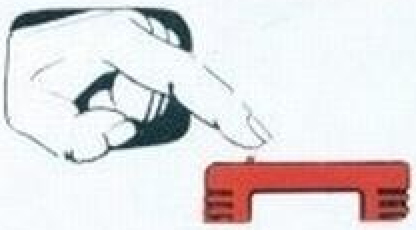
POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE	- *Allows you to return to your program.*
BASIC	- *Return to BASIC.*
RESET	- *Normal RESET.*
TOTAL BACKUP DISK	- *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL	- *RESET of any program.*
TOTAL BACKUP TAPE	- *As BACKUP DISK but to TAPE.*
HARDCOPY	- *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR	- *Takes you into the Machine language Monitor.*

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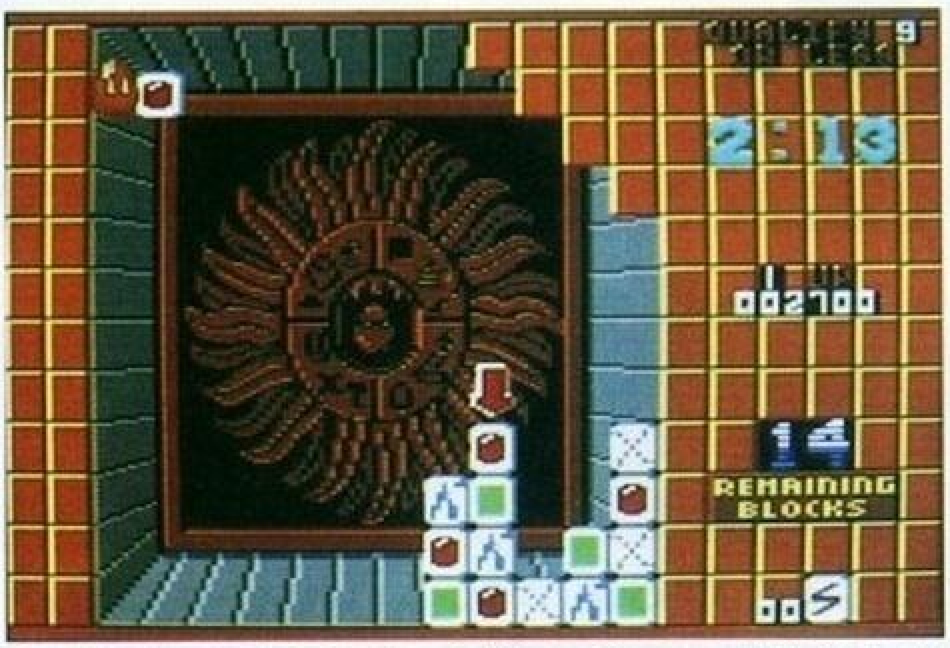
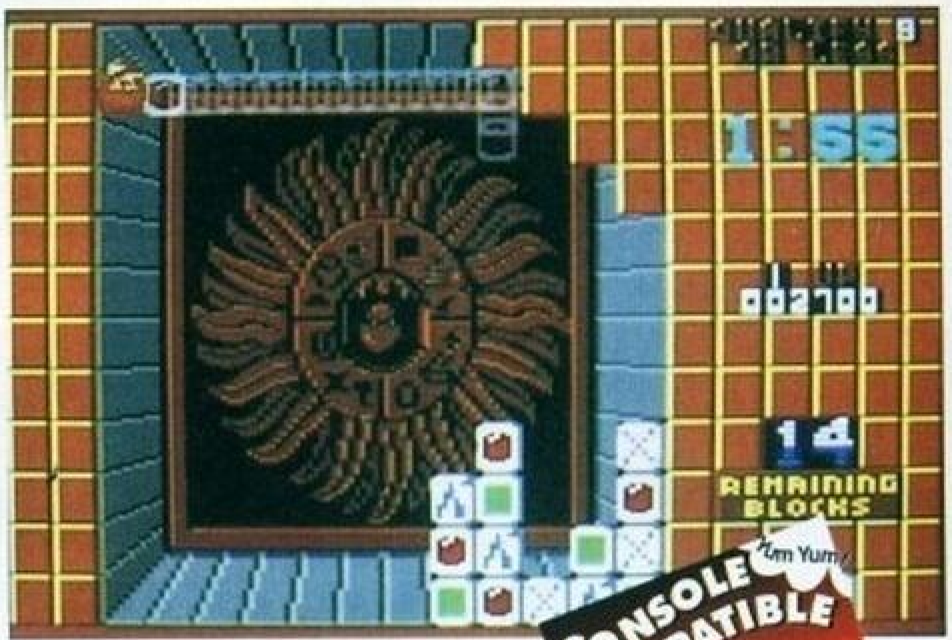


And here we are on the first level with a pretty sun motif in the background. Mr Potato head is all set up to bounce his block off the ceiling and hit the pile at the point marked with a large red arrow...



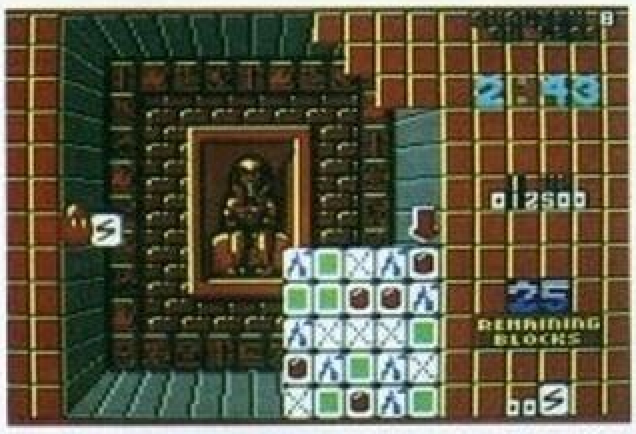
... The red target block should now disappear, return the green one below, and leave the first red one in its place!

CONSOLE COMPATIBLE
Yum Yum
CART GAME

PLOTTING

If you thought that puzzle games were a dying breed, think again. There's a new wave of puzzlers on their way, led by Ocean's *Plotting* – plotting by name, and a fair amount of plotting in the gameplay too.

Like all good things, the gameplay is dead simple: you take control of a small brown blobby creature who's sole aim in life is to chuck single blocks at a large pile of blocks on the right. Now this would be an incredibly dull life if it wasn't for the fact that the block either bounces off and comes whizzing back (vaguely interesting) or makes any similar blocks disappear and sends another, differently designed block back instead (very interesting indeed).



Another screen another background. Brownie can bounce his block off the wall to hit the block at the back...

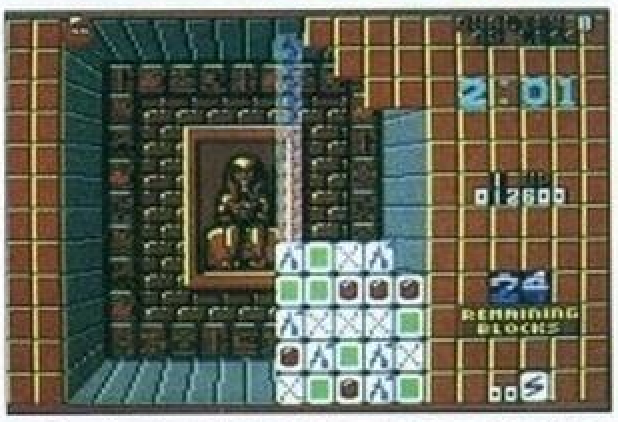
Confused? Well what happens is this: if the thrown block makes contact with a block bearing the same design, one of the them is destroyed (it's difficult to tell which one exactly) and the other swaps places with the next block in line, which is then returned to the blobby one. All you have to do is remove a set number of blocks per level – do this and you're on your way to the next.

Blocks are thrown in a straight line but can be bounced off the walls, ceilings and bits of plumming that adorn the screen so that you can reach blocks at the back of the pile or hit blocks on their top. An arrow shows exactly where rebound shots are going to end up, so there's no excuse for shots going astray!

You lose your precious blob every time a block is returned which cannot then be thrown at a similar one in the pile. There might be loads of identical blocks there but if you can't hit one 'em, it's bye-bye brownie. This is where the plotting comes in: you have to plan very carefully and as the screens grow more and more complex, it becomes a brain strain to suss out what's going to happen – not with just this shot, but the one three shots ahead! There's also a time limit, so don't spend *too* long thinking about your next move, eh?

Plotting is nicely programmed (courtesy of the Twilight team), very polished and extremely captivating. The only worry is that non-puzzle freaks could grow tired of the samey action after mastering a few levels.

> Oh, and just to keep you on your toes, there's also a time limit



... Sending back the blue one beneath. This he can now throw at the same block on the top left of the pile to get rid of it. Simple!

No doubt you already know whether this sort of game sends waves of pleasure rushing through your veins. If so, the only decision left is whether to rush out and buy this now or wait for the (probably exclusive) review of Ocean's *Puzznic*! Is there no end to this mental strain?

STEVE

Game	***Plotting***
Maker	***Ocean***
Cartridge	***£19.99***

POWER RATING

THE DOWNERS...

- Puzzles get more difficult but the game style doesn't change at all
- Two-player coin-op mode has gone

100

80%

0

- Cartridge-only version provides all the detailed backdrops of the arcade original
- The puzzley gameplay is very addictive, once the logic and tactics have been sussed
- Decent coin-op soundtrack and spot effects throughout
- Graphics are extremely clear and well presented: block-chucking and blob animation is very neat indeed
- 32 levels to beat – and then beat again versus a tougher time limit!
- Instant access to banish those multiload blues!

...AND THE UPPERS

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1

Wear this brilliant T-shirt with pride. The *Commodore Format* logo is printed in daglo green across the chest. Be totally cool!

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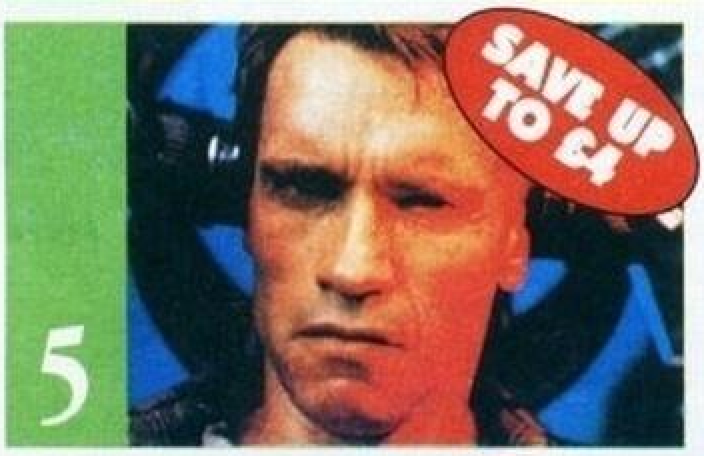

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EMLYN HUGHES' ARCADE QUIZ

8

Audiogenic

"Eee its on the tip of me tongue!" This brilliant pub type quiz will have you hooked for ever.

Description	Price	Order No
EH Quiz Cass	**£7.99**	**CM123**
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TURTLES Mirrorsoft

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Cowabunga!

The Heroes in a half shell stop eating pizza to save the world! The game the whole planet has been waiting for!

Description	Price	Order No
Turtles Cass	**£10.99**	**CM127**
Turtles Disk	**£11.99**	**CM128**

MIDNIGHT RESISTANCE Ocean

10

Fight King Crimson and his Crimson Corps in this scrolling run-about and shoot 'em up!

Description	Price	Order No
Mignight R Cass	**£8.99**	**CM129**
Midnight R Disk	**£11.99**	**CM130**

HOLLYWOOD COLLECTION

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Ocean

Take a trip to the pictures with this stonking collection of movie tie-ins, including Robocop and Batman

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TOTAL RECALL Ocean

5

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SPIDERMAN Ent Int

6

See this month's cover tape to play the game taken from the superb comic. Amazing animation to please the eyes and devious puzzles to test the brain!

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IRON MAN Virgin

7

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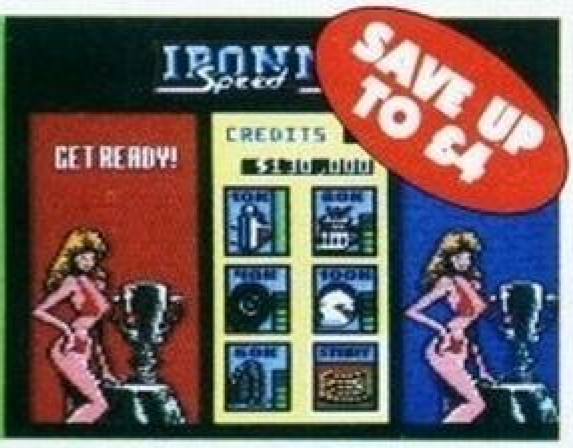

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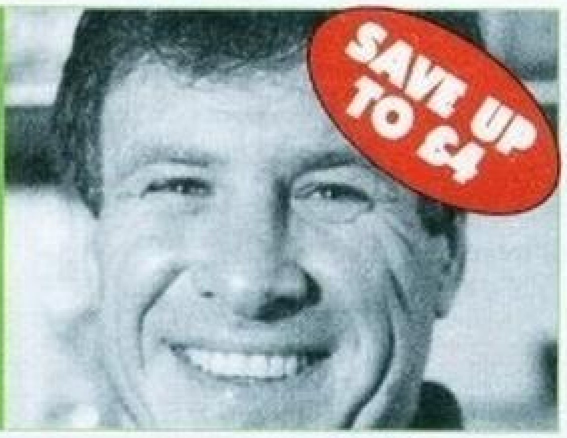

11

12

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FUN SCHOOL 3 Database

12

Make learning fun with these superb programs designed to prepare your children for the National Curricuium.

Fun School 3 is the follow up to the sensational Fun School 2.

- Button badge in every box.
- Designed by a team of educationalists.
- Comprehensive manual with seperate parent/teacher notes.

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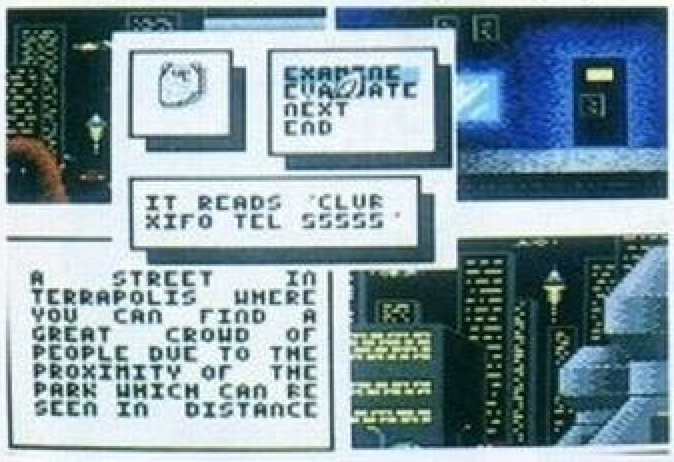
B.A.T

Don'tcha just love 'em. All that fur and the little head peeking out between leathery wings. How do they get that one in the Fruit Gums advert to nod and stuff? *(Now that isn't what it's about, is it? – Ed)* Well, nope. Ubi Soft's *BAT* plunges you into the Bureau of Astral Troubleshooters – a top-secret organisation whose daring interstellar operatives are assigned missions of the planet-saving variety.

The culprit in this case is a wanted criminal, a seriously unstable mega-nasty by the name of Vrangor. He's delivered an ultimatum to the collected governments of the galaxy that they've got ten days to evacuate the planet of Selenia's inhabitants before he plays interstellar 8-ball with the place. A very nasty opponent.



IT READS 'CLUR XIFO TEL 55555'

A STREET IN TERRAPOLIS WHERE YOU CAN FIND A GREAT CROWD OF PEOPLE DUE TO THE PROXIMITY OF THE PARK WHICH CAN BE SEEN IN DISTANCE

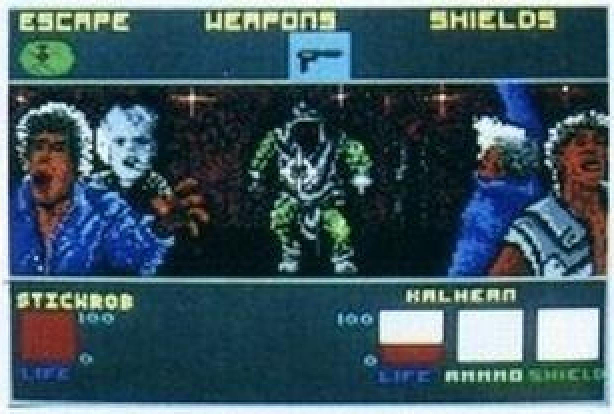
A lead has you exploring half the city for information. But the information on it was unreadable before I reset the translator

However, one of the perks of your job is having access to some nifty weaponry, from a laser gun the size of a ballpoint pen to the over-the-top Nova gun. Then there's BOB, your biological computer, with features like a translator for the robots and aliens who live in Terapolis, Selenia's major city, and the choice of either going into hibernation (if you've had a tough day) or kick your metabolism into overdrive (to give you an edge in a fight). It's impressive stuff. You can't even pick up kit like that from Do It All.

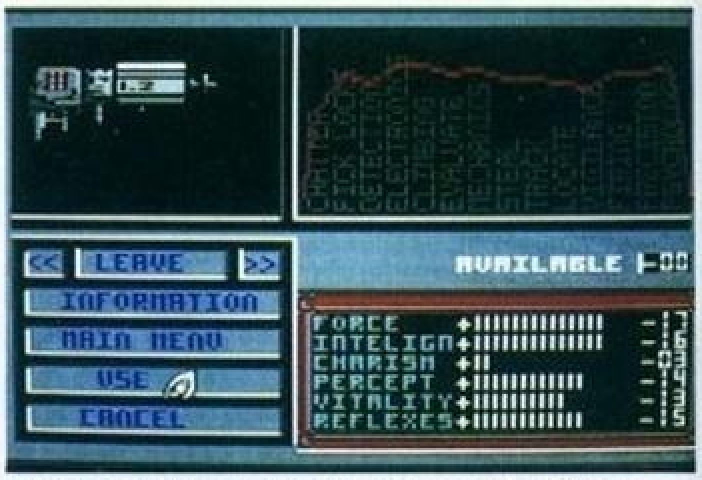
BAT has little in common with other role-playing games. You wander around the shadowy streets and low-life hovels of the 22nd Century through a series of static screens. When you move from one location to another, the first stays on screen but makes room for the second and so on, until there's no more room. It's confusing until you get used to it, partly because this method of moving around makes it difficult to maintain a sense of direction.

> One of the perks of your job is having access to some nifty weaponry

This character of yours needs to eat, drink and rest. If he burns the candle at both ends, you get warning messages and it's worth paying attention to them. If the last snack bar you passed is now on the other side of the city, it's possible to drop dead of malnutrition before you get back to it (even assuming you can remember the way). In *BAT*, you don't know where your next meal's coming from.



'Everybody get outta the way! I've got something to settle with Captain Gloom over there. Ah. I think I've been sh–'



That's me. I've got a brain like a Cray, can run faster than a rabbit with a shotgun up its bum and have all the charm of a bad accident

Combat is something else you ought to avoid. It's a straight shoot-out which you almost always lose (and if you don't, you'll still have the cops on your back for the rest of the game).

Where *BAT* falls completely flat is in the inordinate amount of time it takes to progress from one action to the next (thanks to a disk access every move!) which makes it too tedious to be much fun. *BAT*'s got style but it's difficult to get into and runs about as fast as an anaesthetised snail.

SEAN

Game	**B.A.T.**
Maker	**Ubi Soft**
Cassette	**not available**
Disk	**£19.99**

POWER RATING

THE DOWNERS...

- A disk access every move makes the game hideously slow to play
- Visually un-exciting: the screens are just there for decoration
- The flick screen movement makes it easy to get lost
- Playing a game like this against a time limit is a batty idea (sorry)
- The instructions are badly explained

100

61%

0

- **Very original game with an unusual presentation makes it unlike anything else available**
- **Cursor system works well**
- **Lots of wild'n'wacky scenes give your imagination a boost**
- **Design your own character**
- **The open-ended game system gives you freedom to explore**
- **The manual is full of colourful background information**

...AND THE UPPERS

Cursory gestures

BAT's cursor changes shape before allowing you to take certain actions. Here is that metamorphosis in full!

Default icon: press Fire to call up personal options menu

Encounter: appears at random. Ignore it or press Fire to call up encounter menu

Move: appears over an exit (shape of arrow depends on the direction of exit). Press Fire to move

Speak: appears over key characters. Ignore them or call up conversation menu

Use: appears when cursor moves over fixtures you can use (like telephones). Press Fire for zoom display of item

Target: combat-only. Press Fire to shoot

NEW! - AMIGA PACK

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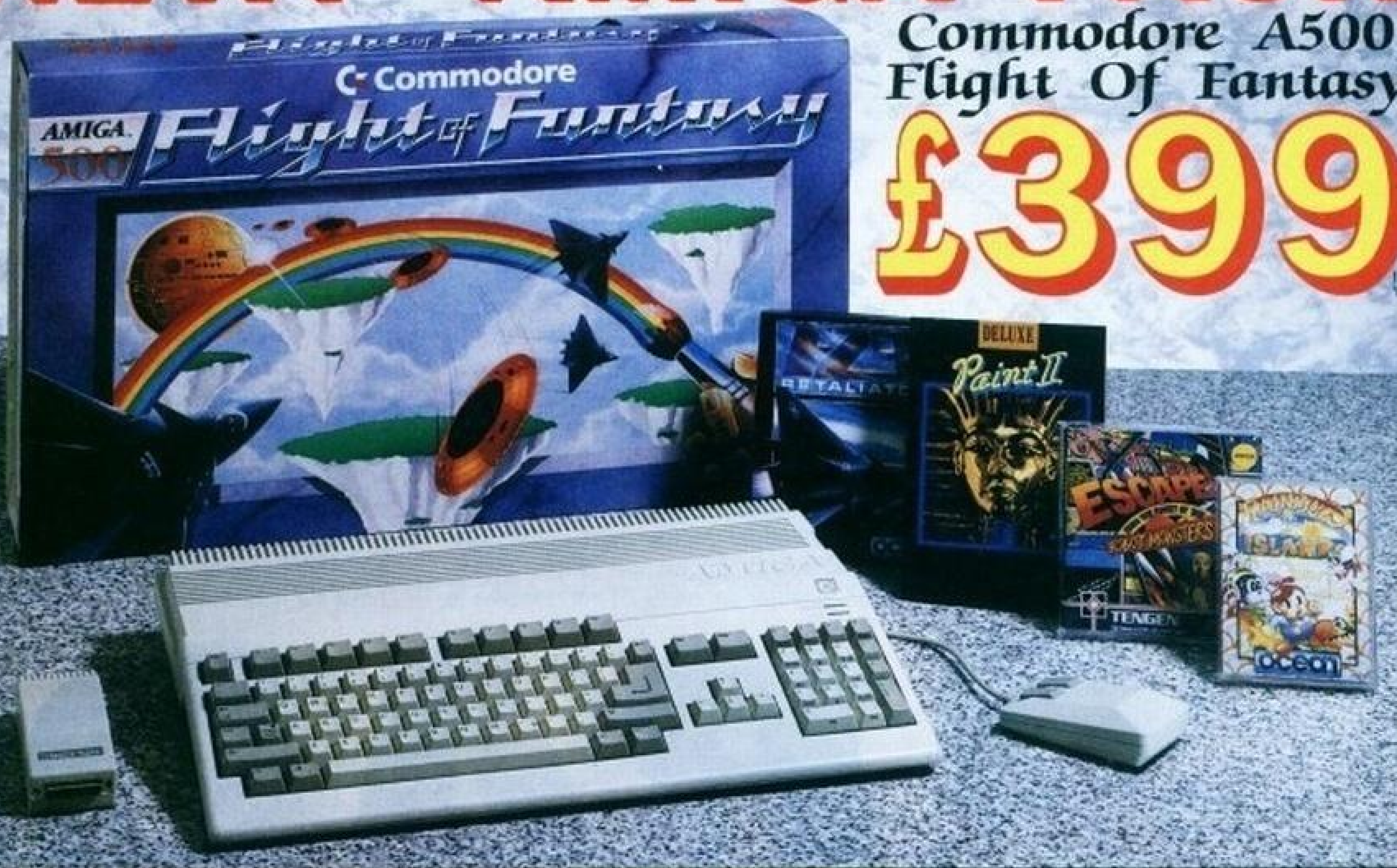

A500 BATMAN PACK

Commodore
AMIGA 500
BATMAN PACK
Paint II

The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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PACK PRICE:	**£399.00**

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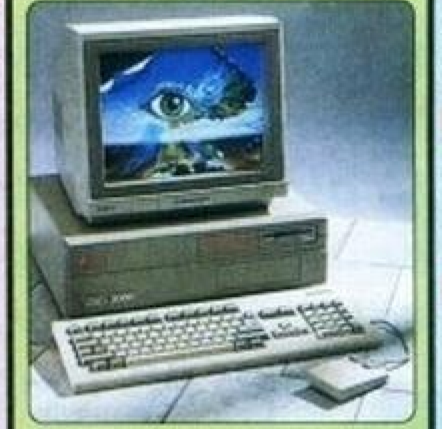
AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

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FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore, featuring BRAND NEW software releases, to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV modulator, as well as four top software titles. These include the following:

DELUXE PAINT II:

The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

ESCAPE / ROBOT MONSTERS:

Here's something completely different - a science fiction story with comic book style graphics. Our heroes Jake and Duke are on the Planet X rescuing Humans who have been captured by the Robot Monsters and forced to create an evil Robot Army to DESTROY EARTH! Jake and Duke fight their way through hordes of evil Robots to help the Humans escape.

RAINBOW ISLANDS:

Slip on your magic shoes, practise throwing a rainbow and you're ready to go island hopping. From the Island of Doh to Monster Island, you will encounter Doh himself, stinging insects, lethal combat machines, mechanical assailants, the formidable beings of legend and folklore. Finally enter the world of darkness and its inhabitants.

F29 RETALIATOR:

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PACK INCLUDES:

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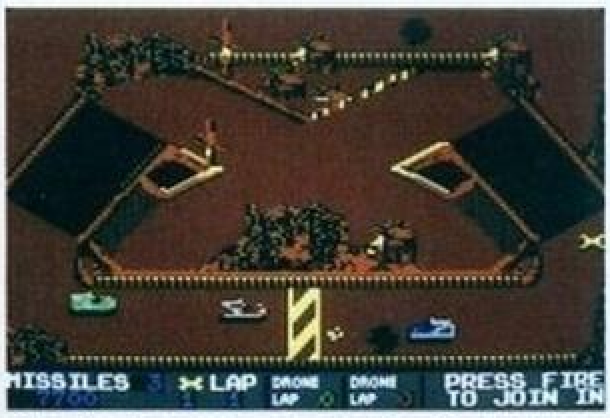
BADL

Don't take driving lessons from DoMark. Their idea of getting through a traffic jam is to blow the cars in front off the road altogether. On the other hand, this could be the solution to your congestion problems (ooh-er). OK then, fasten seat-belts and arm weapon systems. It's time to clean up

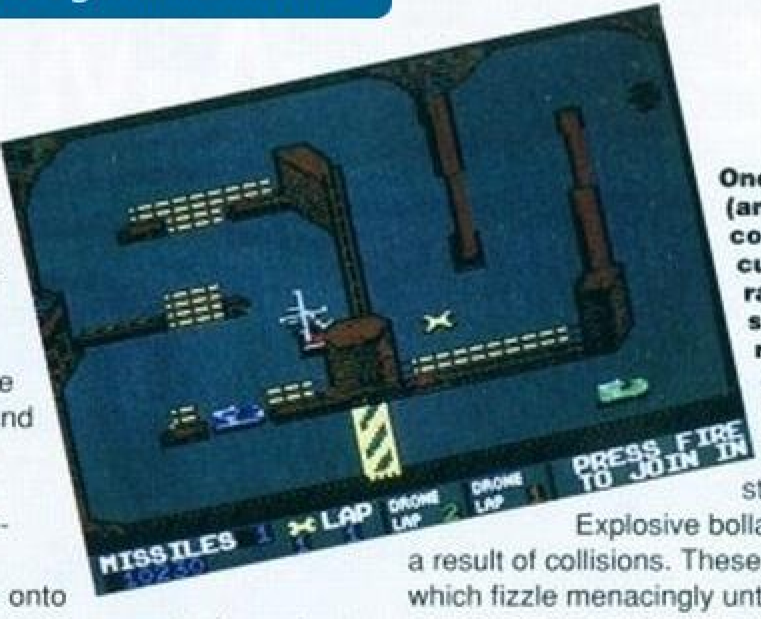
Get behind the wheel of a of a souped-up, fuel-injected, four wheel drive – wait for it – ice-cream van. Well, that's what it looks like to me. Exciting stuff eh? Well, although it looks naff, your car is in fact the latest, state of the art, Mad Maxian mean machine. But is it the ultimate vehicle? Not quite. It gets even more state of the art as the game progresses. Eventually it transforms (with bolt-on goodies such as turbo-chargers, increased traction, speed boosters, missile launchers and shield armour) until it's not a case of, 'Oh God, we've just been burned off by a Robin Reliant!' but more like, 'Adios, Mr. Lamborghini!'

'Oh God we've just been burned off by a Robin Reliant'



There's always somebody who has to drive the wrong way down a one-way route. OK, pal. If that's the way you want yours...

Races occur between you and two computer drones (if in one-player mode) or between you, one computer drone and another player (if you like losing friends). Each race consists of four laps of the course and there are 16 different courses of increasing difficulty through which the talented can progress (everybody else is kerb fodder). The last eight courses are in fact the same as the first eight except that they're done in reverse and some sadist has gone and added extra hazards. To continue onto the next race you must always beat the computer opposition (who gradually speed up as the game goes on). And to lure you into a sense of false security, three credits are granted at the start to keep the dreaded 'game over' message at bay.

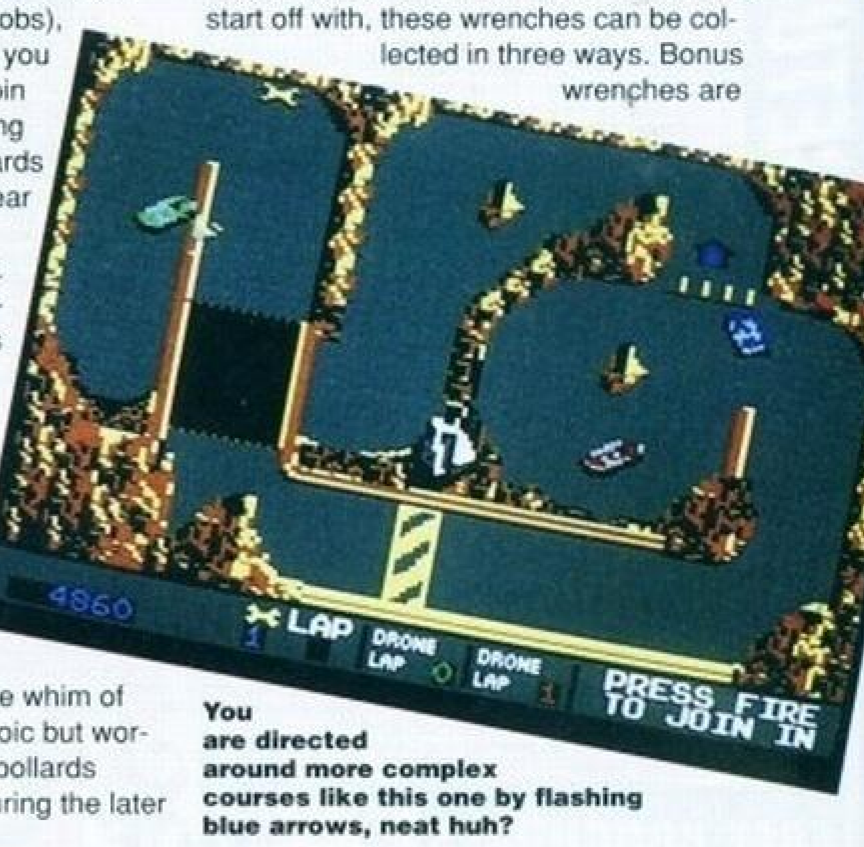


One of the earlier (and easier) courses, this. Short cuts open up at random on the two straights on the right. And is that a pair of golden wrenches I see before me?

Hazards take numerous ghastly forms which together definitely do *not* combine to provide a major contribution to road safety. Pools of water (blue blobs) slow you down drastically to the accompaniment of a super 'vroosh' noise. Oil spills (black blobs), on the other hand, send you into an uncontrollable spin for a couple of hair-raising seconds. Hydraulic bollards which appear or disappear at random change the whole status of the race. Hard-fought-for two-second leads can be lost as precious moments are spent furiously grinding rubber against a seemingly immovable object which has inexplicably sprung up in front of you. These can only be blown away in a waste of valuable missiles or removed at some whim of the game. Other, less stoic but worryingly more explosive, bollards pop-up (and pop-off!) during the later stages of the game.

Explosive bollards are ignited as a result of collisions. These trigger time fuses which fizzle menacingly until the next unfortunate Badlander makes contact and gets barbecued, at which point a chopper to flies over deposits a new car where the old one met its maker. The race continues with only a few seconds lost.

You can get down to some serious spanner work between each race, provided you have the necessary dosh. In this game, wrenches (golden wrenches to be precise) are hard currency. Three wrenches buy you one of the add-ons mentioned at the beginning and, apart from the six you're given to start off with, these wrenches can be collected in three ways. Bonus wrenches are

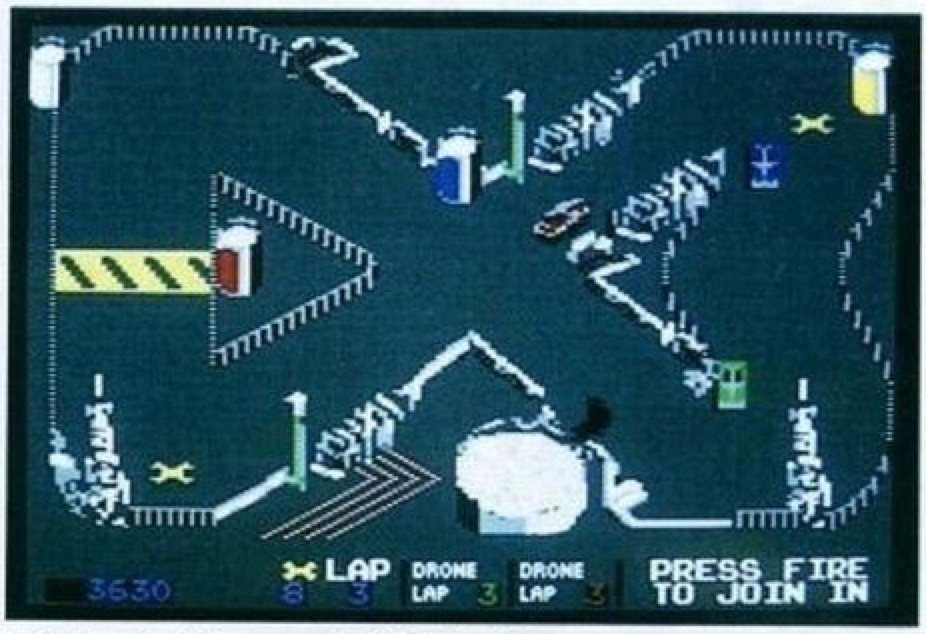


You are directed around more complex courses like this one by flashing blue arrows, neat huh?

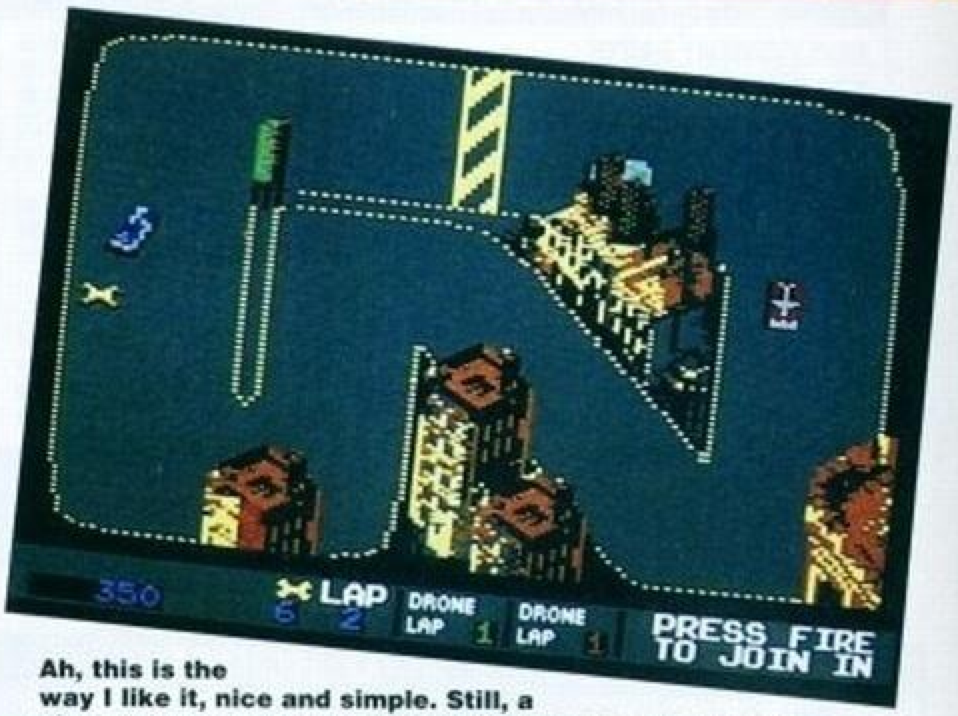
Cruisin' for a bruisin'

***Commodore Format* bring you an EXCLUSIVE interview with the 1990 Badlands champion driver, Fergus 'Rolebar' Fender.**

CF: Hello, Fergus. How do you feel about being champ?
FF: You'll have to speak up a bit, I've got bollard shrapnel in one ear.
CF: You won after killing both opponents on the last lap.
FF: That's what I thought, they were crap. Vroosh! Wooh, yeah. Wire guided missiles, man, they crease me up.
CF: Will you be defending your championship next year?
FF: No, right ear. The other one's fine.
CF: Thanks, er... do you have any tips?
FF: That's just a press smear, man. All my car needs is a new exhaust, four new wheels, an engine, suspension, er... chassis, brakes, a few other things. But the weaponry, man? Nothing's wrong with that.



This is real skid pan material. If a wide enough gap opens up between you and the other guys (hopefully with you in front) there are some great opportunities for collisions at that junction



Ah, this is the way I like it, nice and simple. Still, a nice day, the roads are clear but some drivers just don't like other road users – unless their cars are burning...

ANDS

awarded for finishing first and for beating lap records. Two wrenches appear on the track at set points throughout each race and these are collected by being driven over.

Once you've played the game a few times you get to know when and where wrenches are going to appear. This not only enables you to improve your car more quickly but adds a terrible new dimension to the two player game. The sight of your opponent lurking ominously at a known wrench-dropping spot, trigger finger at the ready in case you should attempt to steal his bounty, owes less to the Nigel Mansell (hurrah!) school of motoring fair play than to the Ayrton Senna (Boo!) variety. Not that I'm biased, of course.

In fact, it's in two player mode that the game really comes alive, as these and other subtle tactics develop, especially as cars customise at different rates. There is a definite friend-or-foe decision to be made regarding your non-computer opposition. For instance, if you're about to cross the finishing line a glorious two laps ahead of the field, do you wait until player two is ahead of the drone – thus enabling him to continue into the next round – or do you just go for it?

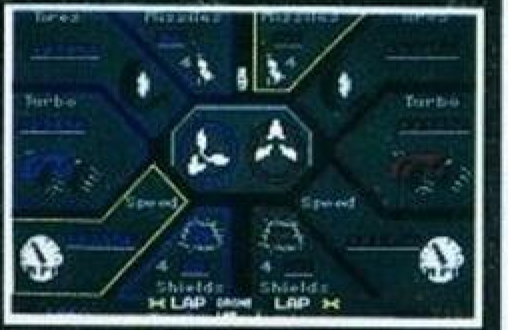
The two joystick options both have their faults, largely due to the incorporation of weapons into the game. Both modes use left/right as directional controls and, in mode A, acceleration is provided by the fire button. However, with the fire button occupied, missile launching and general bullet scattering has to be achieved by rapid joystick wiggling. Thus bullets are often fired unnecessarily during tight corners or in sudden manoeuvres. This isn't a problem with limitless bullets but it's a real waste of precious missiles (three golden wrenches buys you only four of them) – very frustrating indeed. In mode B, the fire button fulfills its traditional role which leaves acceleration down to a forward push of the joystick. This often conflicts with any left/right movement you might attempt and can very easily result in a serious lack of control.

Sound effects and music are both well catered for. Despite the dubious control mechanisms and the dodgy 'ice-cream van' car graphics, *Badlands* is an excellent game if played with two players. Frustrating, addictive, exciting, challenging, it will turn best friends into arch-enemies – but only on the track, of course.

SEAN

Game	***Badlands***
Maker	***DoMark***
Cassette	***£9.99***
Disk	***£14.99***

Where do all the wrenches go?



Golden wrenches collected during the game are stored for use as currency at the Halfords-style between-stage shop. Here you can pick one of five upgrades to make your mean machine positively livid. First on the list are *missiles*: far more effective than that noncy little machine gun. Instead of wincing as bullets bounce off your opponents, watch with glee as one of these babies bounces *him* off the road! A new set of *tyres* comes in handy when you want that extra bit of grip in the wet (you know, when the track gets a bit blood-spattered). Why not add a couple of *turbos* to your motor for that 'weld your eyeballs to the back of your skull' acceleration so beloved of space shuttle pilots. *Speed* really speaks for itself. Oh alright then, *it makes you go faster*. OK? And finally *shields* help you to repel those annoying little attacks that can scratch the paint – and kill you dead.

POWER RATING

THE DOWNERS...

- Awkward control mechanism causes control loss or wasted ammunition
- Not very original – too obviously the sequel to *Super Sprint*
- Course graphics are a tad messy

100

78%

0

- **16 different and difficult courses to get to grips with**
- **Unusual hazards make the race more challenging than just 'first over the finishing line'**
- **Several continues ensure that your championship hopes aren't prematurely dashed**
- **Excellent choice of custom parts to satisfy most 'tweakers'**
- **Really comes into its own when two players are involved**
- **Once you learn the tracks, it becomes much more tactical**
- **Good 'n' boppy soundtrack**

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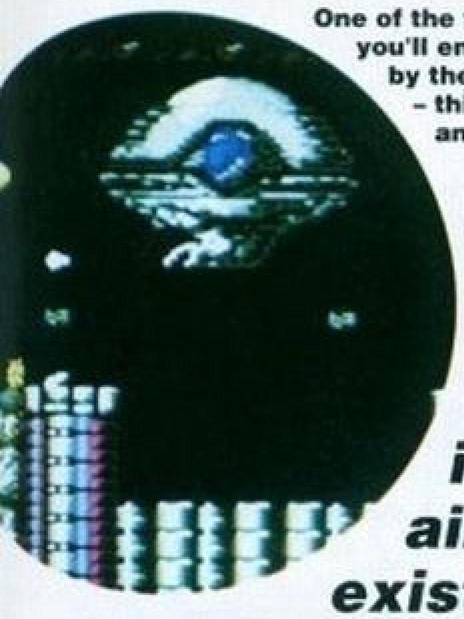
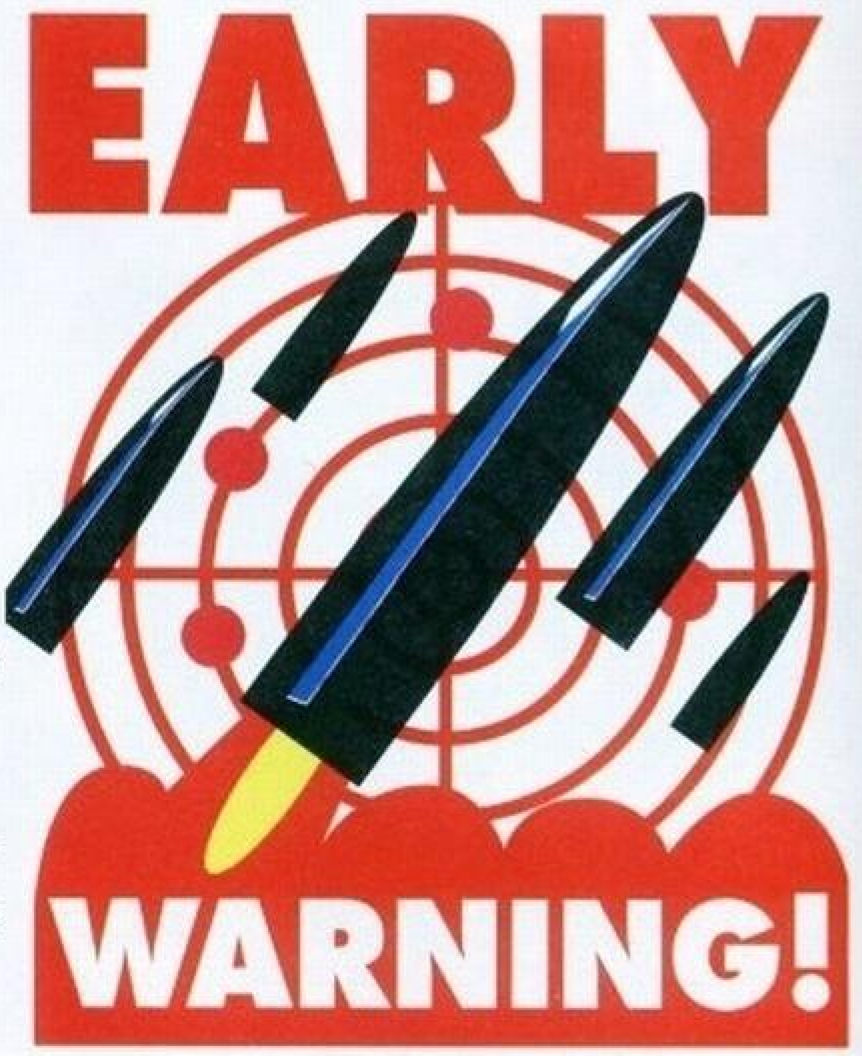


One of the first end-of-level g you'll encounter. Don't be by the cutesy blinking blue eye – this mother is big, powerful, and wants you dead!



EARLY WARNING!

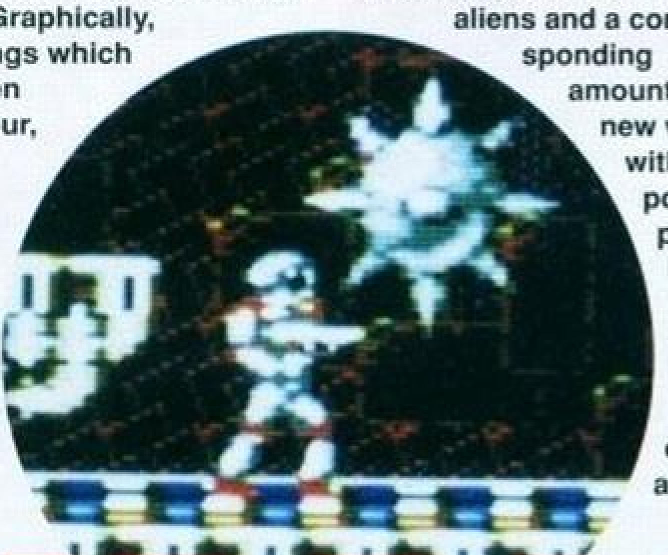
Once more the vigilant CF tracking team scour the software lanes for incoming games. If it ain't here, it don't exist. Remember, keeping watching the shops, keep watching...

One of the biggest hits of '90 is about to turn into one of the biggest hits of '91. *Turrican* has a sequel, innovatively entitled, wait for it... *Turrican III*. Erm... *II*.

Now, if you thought *Turrican* was a technically stunning piece of software which probably couldn't be bettered *ever*, think again. *Turrican II* is, how can we put it, utterly fabulous. Graphically, the C64 is doing things which have never been seen before. Like full colour, full screen smooth two-layer parallax scrolling. No, not your normal parallax scrolling – we're on about Amiga-style parallax scrolling, Sega Mega Drive-style parallax scrolling, 32-bit bloody great arcade machine parallax scrolling!

Turrican II also features an amazing number of aliens and a corresponding amount of new weapons to deal with them. And these power-ups really are power-ups! Turrican himself now has a mega-weapon which can only be used once per life, but sends hundreds of missiles whizzing around the screen, and rattles the screen with its power. Again, the landscape – which is split into 12 separate levels – is absolutely huge, and defended by some gorgeous end-of-level guardians. These guys are very big and very, very mean!

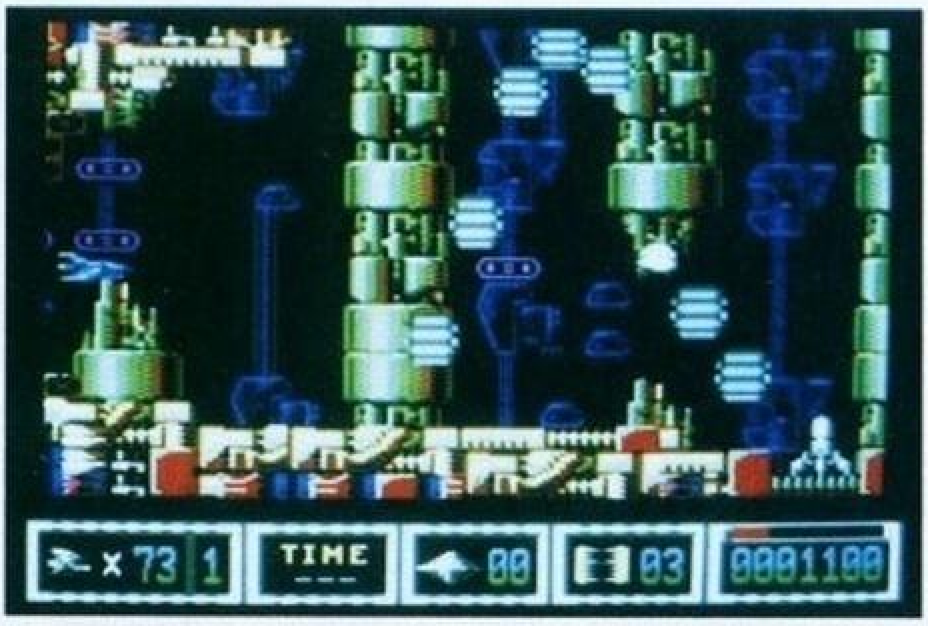
There were some amongst you who thought *Turrican* was a bit on the easy side. This time, our money is on the side of evil-doers! Stay posted – we'll have a full review early in the new year.



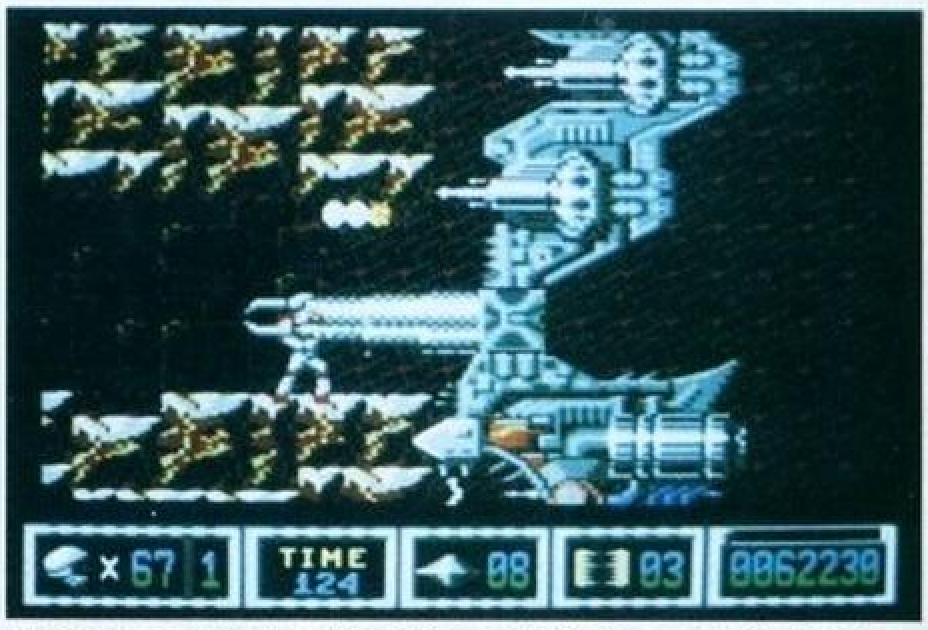
This big spiky doobrie is a real killer. Shoot it once, and it bursts into smaller spheres; shoot them and they split once again. Er... Maybe it's just better avoided

TURRICAN II

RAINBOW ARTS



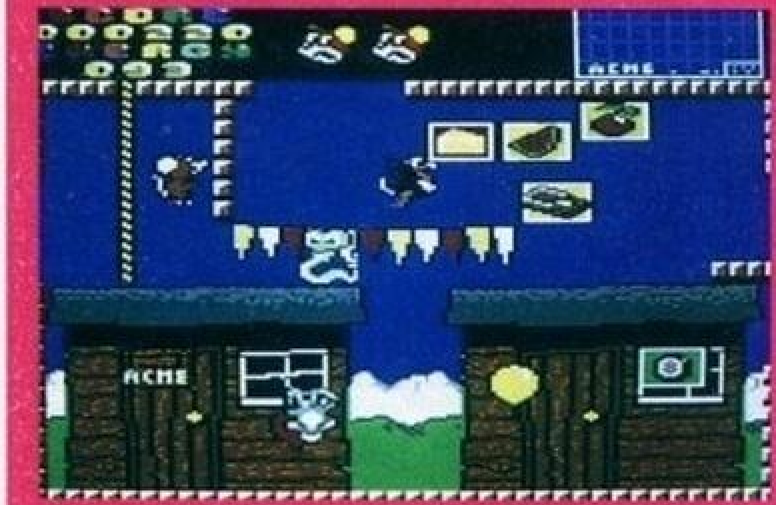
The last level, where Turrican turns into Turrispaceship. To get an idea of what's going on, the green pillars scroll at one speed and the blue background scrolls behind them at a slower speed!



Meet a monstrous guardian. This vast ship slams into the brick wall (rattling it quiet unnervingly) and then proceeds to fill you full of missiles, before reaching out a robot arm to grab you!

SUMMER CAMP

THALAMUS

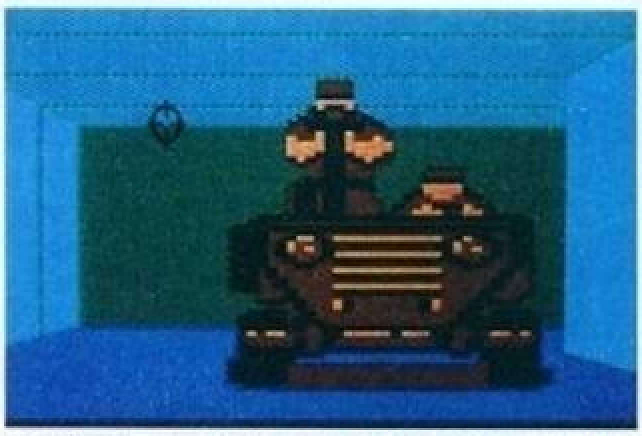


Take a stroll through Thalamus' *Summer Camp*, with Maximus mouse as your guide. Cutesy characters, colourful scenery and a neat line in platform action

How very tragic – the summer camp Wotadump is just about to open when disaster strikes! The flag has been stolen and as always it's the mice who get the blame (who writes these plots?). The game's hero, Maximus mouse, decides to clear the good name of the mice by travelling through screen after screen of platform action to try and find a replacement. He knows where the spare is but it's a pig of a job to get there: only once he has collected the all crates of vehicle components can he enter the next level.

The style of the game is very reminiscent of *New Zealand Story* and it promises to be very playable indeed. There are swarms of baddies, oodles of useful items to collect and enough screens to fill a large Scout jamboree, let alone a summer camp. Be prepared! the water and such like. Later still there is an *Operation Wolf*-type bit where various bad boys appear from corridors and are just asking to be pumped full of lead leaving them decidedly shaken, but not stirred – sorry, just had to get that one in! (*Sorry, just had to sack you – Ed*).

It all looks terribly yummy, but unfortunately you'll have to wait for our succulent, scrumptious and, as always, highly edible review next month.

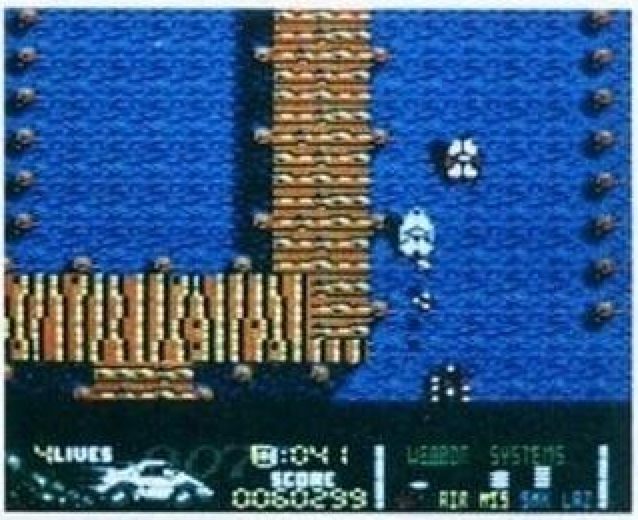


Now is that a big jeep, or is that a big jeep? Here you are, in the first level of *Line Of Fire*, speeding through the enemy's secret HQ!

LINE OF FIRE

US GOLD

One of the stonkingest coin-ops to hit the arcades for some time was Sega's *Line Of Fire* – still doing hot business in 'musies everywhere. Mammoth 3D sprite-shifting routines, plus ultra-violent *Op Wolf*-style gameplay made this one a real eye-popper and trigger-finger blisterer. Now, US Gold are about to hit us with the 64 version.



Belting along in his speedboat, 007 is being set upon by a psychotic in a hovercraft. Good thing he packed some missiles this morning!

THE SPY WHO LOVED ME

DOMARK

Da Daa Da Daaa, Da Da Daaaa, Diddly ahh, Da Da Daa. That, for those of you who are totally cabbage-like, was the James Bond theme (*get away – Ed*), and this is the *The Spy Who Loved Me* – the latest episode in DoMark's attempts to convert the entire series of Bond movies (score so far DoMark – 3: Bond Movies – 15).

This is one film licence which is, in all honesty, getting a bit long in the tooth. Still, if a good game comes out of it who are we to complain? *The Spy Who Loved Me* features several levels each with very different gameplay. The action kicks off with a vertically scrolling viewed-from-above *Spyhunter*-style steer 'n' shoot 'em up driving section, where you have to avoid the onslaught of similarly automobile opponents while veering wildly to send orange cones flying and knock down pedestrians who have meandered onto the road. Run into the Q-Truck and you can buy (buy? Q always gives his stuff away!) bolt-on weaponry and equipment to make the going easier.

This is followed in the same vein by a Bond-in-a-boat section in which you can shoot Hoseasons holiday-makers out of

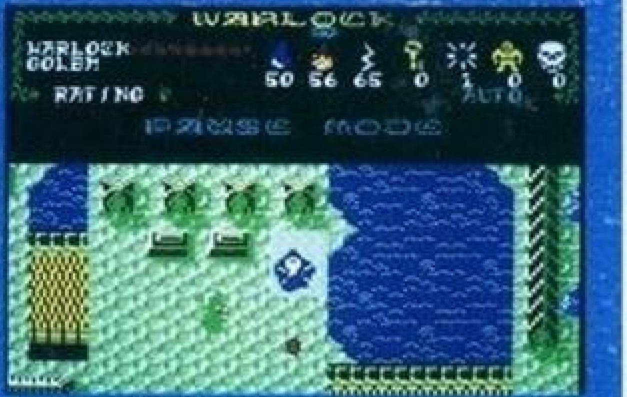
WARLOCK

MILLENNIUM

Some of the purer C64 disciples may remember a Firebird game called *Druid*, which followed the antics of a small... well... Druid, as he scurried around the landscape, collecting materials for his spells, casting firebolts and lightning and generally having a good old arcade adventure with a tad of *Gauntlet* thrown in for good measure.

Well, lo! There was a sequel. *Enlightenment* did follow his exploits once more, but was maybe a little too close to *Druid* for comfort. Now, yea verily and all that, hast there come a third Druidising. And this one's from Millennium.

The package contains both the new episode, *Warlock*, plus the original *Druid*, which has been tweaked slightly so that you can carry your Druid's character on into the world of *Warlock*.



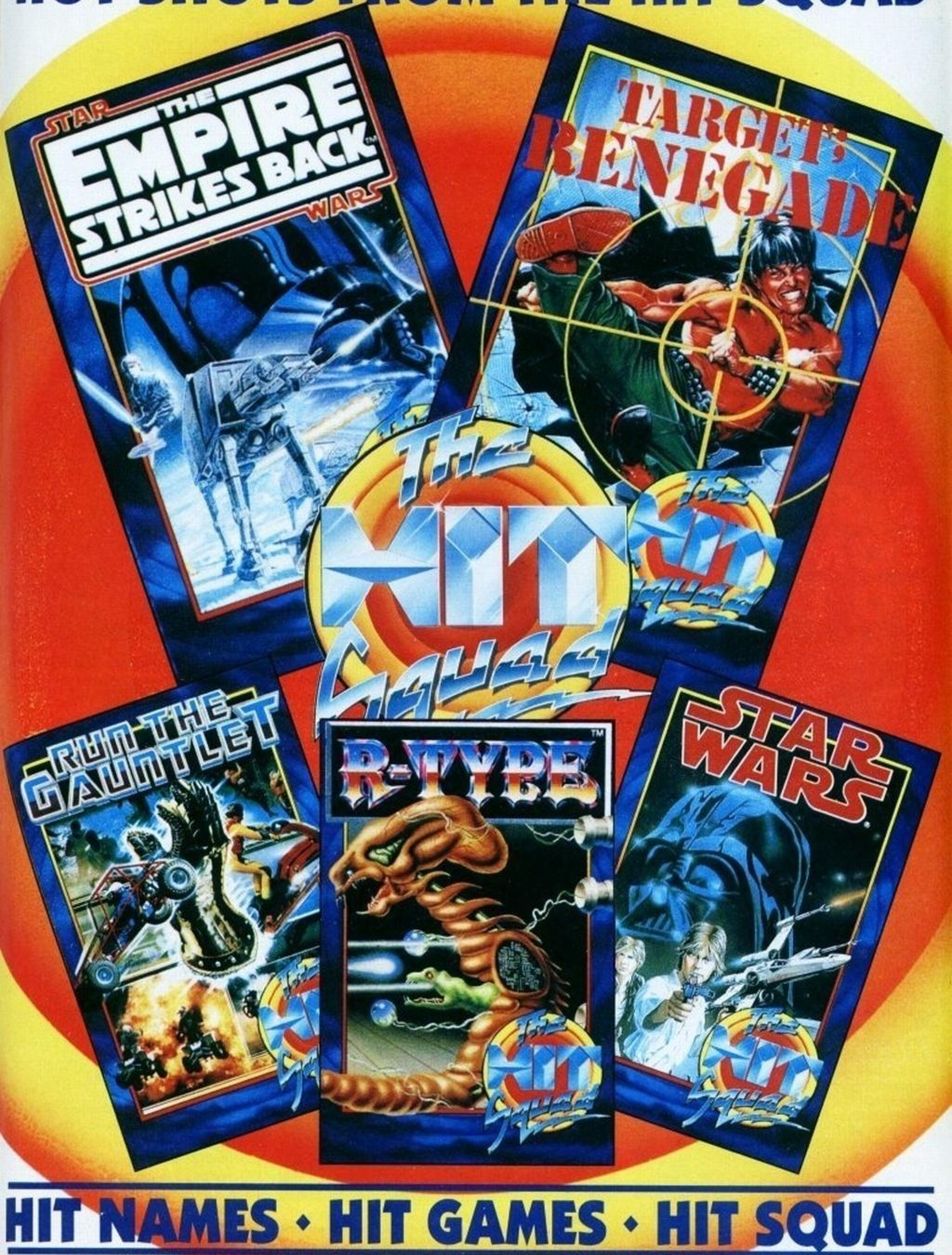
Druid stands on recharging grid where his energy is replenished. Thankfully, there lots of these dotted around in *Warlock*!

As well as devious mazes, treasure chests laden with magical potions and hosts of nasties to waste, you can also indulge in some two player games, where player two takes control of the Golem – your dense but very affectionate familiar, who scurries alongside and soaks up the punishment, allowing you to explore just that bit further.

And if all this gets your 'interested' buds awash with anticipation, why not check out the playable demo on *CF4*? Say no more.

Disaster! COMMODORE FORMAT 3, December 1990 is no more!

HOT SHOTS FROM THE HIT SQUAD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DISNEY COMES TO TOWN

With the launch of Disney Software in Europe, C64 owners can look forward to a whole bunch of interesting products, including games for young and old alike.

As well as the up-and-coming *Dick Tracy*, Disney are also busy coding the C64 version of *Arachnophobia* – Steven Spielberg's latest (no-doubt) blockbusting movie, which sounds quite horrible and a definite no-no for people who dislike things with more than four legs.

The C64 version should crawl onto your 64 screen sometime around February, plopping you right in the middle of the arachnid action as your home becomes surrounded by killer spiders. You've got to destroy the army of spiders, escape from your home (and impending doom) and stop the queen spider from laying any more eggs. Creee-py!

Closer to the Disney we all know and love, *Duck Tales: The Quest For Gold* promises fun and frolics with Scrooge McDuck, his nephews Huey, Dewey and Louie (the ducklings – not the droids from Silent Running) and some character called Launchpad (?) who all set off on, not surprisingly, a quest for gold.

On the way to such far-flung places as the Okeefadoki Swamp and Whatsamatterhorn (groan), you have to survive mountain climbs, jungle safaris and lightning strikes in a race to make Scrooge the 'Duck Of The Year' and get his mush on the cover of Dime magazine.

On the kiddies' educational side, there are four programs due to hit these shores any day now: *Donald's Alphabet Chase*, *Mickey's Runaway Zoo*, *Goofy's Railway Express* and *Mickey's Crossword Puzzle* are all aimed at the younger C64 addict, and attempt to teach them words and numbers by playing games with their favourite Disney characters (should keep the Ed happy for a while at least).

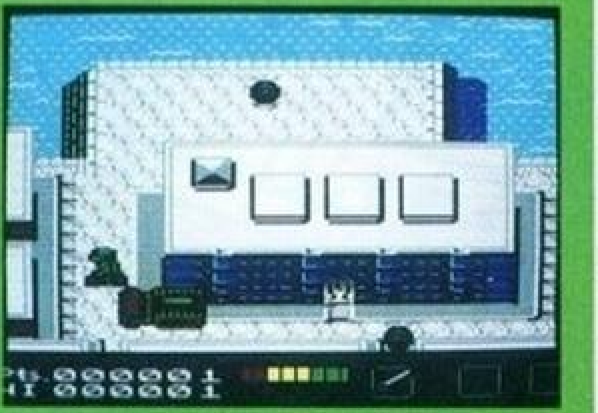
We'll be taking a more in-depth look at all of these as soon as we can.

TEENAGE MUTANT HERO TURTLES

IMAGEWORKS

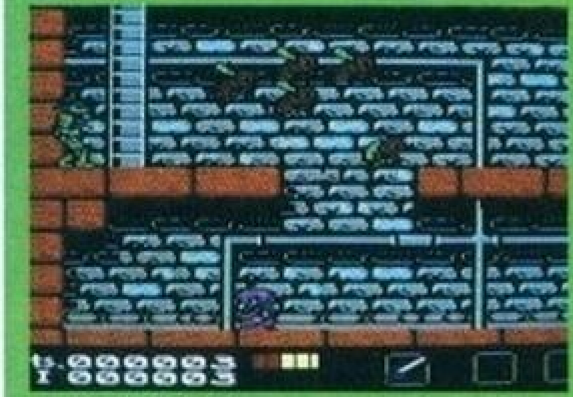
Cowabunga! Possibly the most eagerly-awaited computer game release of all time is about to happen. Yes folks, those heroes in a half-shell are all set to storm onto a 64 near you soon!

Donatello, Michelangelo, er... Tortellini and... um... Pavarotti are all set to bring that authentic pizza-flavoured sewer atmosphere into your home. Their mission: to rescue their chumette April O'Neil who has been whisked away by the deranged and awfully nasty 'Shredder'.You get to play all four Turtles (Don, Mick, Tort, Pav and Leonardo. Erm...), switching between them in order to make full use of their different strengths against the various enemies.



That's... erm... Pavarotti (I think) stomping round New York in the overhead section. Watch out for that steamroller!

Whilst tromping through five regions of New York, you have to enter into some close-quarter combat with some Ninjutsu Warriors and a terrorist team run by Bebop and Rocksteady. This crusade takes you on a scenic tour of the Big Apple's sewer system, polluted rivers and generally stinky streets as you attempt to find your way to Shredder's secret hideout and the location of Miss O'Neil.



Down in the sewers, Giovanni (who?) gets ready to slice up some wasps!

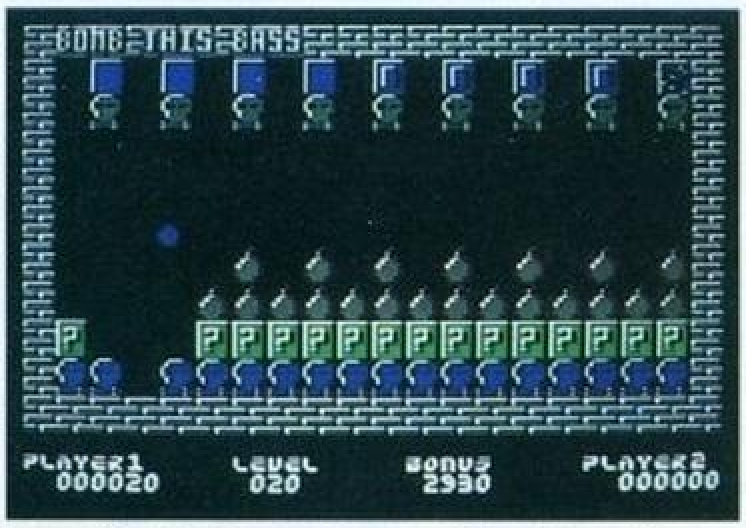
The game features two game styles, an overhead map where you explore the New York landscape, and find entrances to buildings and sewers, plus a horizontally scrolling section where you gain full control over the Turtles, jumping, climbing and madly waving their nunchukas about.

Imageworks are currently putting together the tape version of TMHT and tidying up some of the graphics of the disk game which was coded by American software house, Ultra.

As long as Shredder doesn't stick his oar in, half-shell fanatics should tune into CF next month, for turtley obvious reasons...

The game, for those of you who can't make it into the arcades, features amazing first-person perspective scrolling as you and a buddy try and escape from enemy territory after sneaking in and capturing their secret weapon. Or something equally suicidal.

Anyway, there are a couple of Uzi 9mmers in the cab (it's unlikely that US Gold will bundle these with the C64 version) with unlimited ammo, and a supply of missiles with which to defend yourself. Use jeep, boat and plane to blast your through the jungle, wasting hundreds of enemy soldiers, blasting trucks and tanks, and downing all sorts of aerial hardware from reconnaissance planes to massive gunship helicopters! Indeed the carnage is terrible – your mother wouldn't like it!



One of the nicely surreal screens from Kingsoft's arcade puzzler, *Gotcha*! Bounce your blue ball around the screen and destroy the blue bricks!

The *CF* crew think it's fab but how Gold are going to cram all this action into the 64 is anybody's guess. We should know next issue.

GOTCHA

KINGSOFT

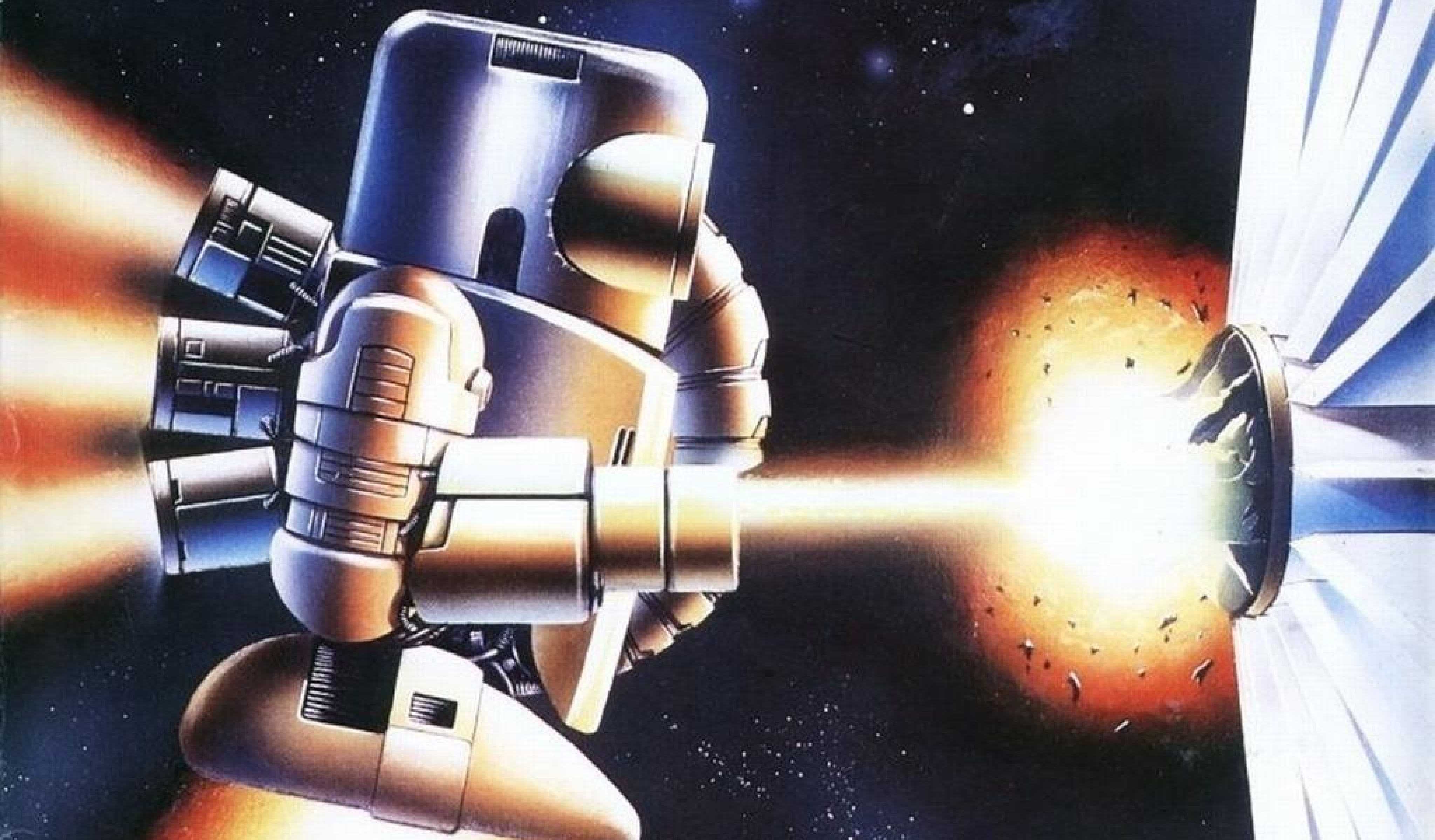
This brand new game from German softy house Kingsoft sounds a bit dubious, but apparently its (another) puzzle game. This time the controlee is a bouncing ball much like those in the various *Breakout* clones, but instead of steering it around with a bat you control the ball itself using left and right joystick movements. Blocks of various colours fill the screen and you can only get rid of blocks that are the same colour as your ball; if you need to get rid of different coloured blocks you can dunk your ball into the various paint-pots that litter the play area. Cunning, eh?

There are a number of nasty objects that kill you on contact plus disappearing walls to make you life difficult and is really a test of dexterity as much as a puzzle game. It all looks fairly jolly but you'll have to wait until next ish to see if it really comes up to scratch.

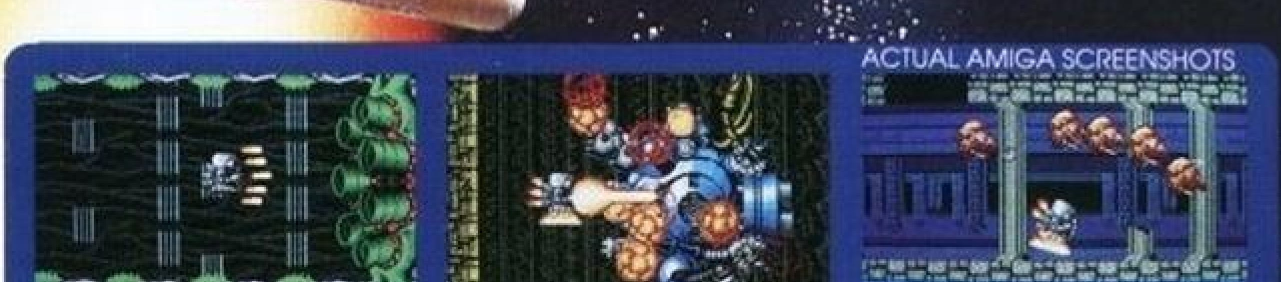
ATOMIC ROBO-KID

"BRILLIANT GRAPHIC TOUCHES-TOTALLY BRILLIANT AND EXCEEDINGLY TOUGH GAMEPLAY-A POTENTIAL CULT HIT OF THE YEAR"
-Commodore User

AVAILABLE ON ATARI ST, COMMODORE AMIGA, COMMODORE 64



ACTUAL AMIGA SCREENSHOTS



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